Privateer Press™

NO QUARTER MAGAZINE™

ISSUE Nº-21
$5.99

HORDES™
FORMULA P3™
WARMACHINE®
IRON KINGDOMS™

MINION WARLOCKS

WITH NEW *METAMORPHOSIS* SOLOS

2008 FORMULA P3 GRANDMASTER PAINTING COMPETITION

SOME OF THE BEST PAINT JOBS AROUND

2008 MASTERS CHAMPIONSHIP

HAIL TO THE KING!

PLUS!

EIRYSS IN THE GAVYN KYLE FILES
CIRCLE ORBOROS FACTION TACTICS
THE SERAPH IN GUTS AND GEARS

AND EVEN MORE CONTENT FOR:

NOVEMBER 2008

8 75582 00614 2

HAMMER YOUR OPPONENTS!

DROP THE HAMMER
WITH THE ALL NEW *WARMACHINE: LEGENDS*!
GET YOUR COPY TODAY!

WARMACHINE: LEGENDS™ brings the saga of WARMACHINE to an earth-shattering climax and introduces exciting options in the form of new warcasters, warjacks, units, solos, and epic warcasters. Whether you are expanding your army or starting a new one, this next installment of steam-powered miniatures combat™ ensures that no battle will ever be the same.

WARMACHINE®
LEGENDS™

PRIVATEER PRESS

VISIT US AT:
WWW.PRIVATEERPRESS.COM

AVAILABLE NOW!

WARMACHINE
LEGENDS
STEAM-POWERED MINIATURES COMBAT

Privateer Press, WARMACHINE®, WARMACHINE: Legends and all related logos, slogans, warjacks, warcasters, characters and their distinctive likenesses are ™ and/or © Privateer Press, Inc. 2001 - 2008

On the Cover

Rorsh and Brine from *HORDES: Metamorphosis* by Emrah Elmasli.

EMRAH ELMASLI was born in a city called Izmir on the warm coast of Aegean Sea. After discovering his ability to draw, he studied Fine Arts and improved his techniques. He started his career as a freelance illustrator in Istanbul and now lives in London, working as a Concept Artist in the video game industry. Emrah continues to do freelance work for various companies.

CREDITS

Whispering Secret Nothings

Privateer Press staffer Alex Chobot falls prey to the dark secrets whispered by Morgaen and Selene—two of the Witches of Garlghast from *WARMACHINE: Apotheosis*. These were just two of the great costumes found at Gen Con, San Diego Comicon, and PAX this year. Check out Bosun's Call for a look at these fantastic, fan-made outfits!

President: Sherry Yeary • Creative Director: Matt Wilson • Project Director: Bryan Cutler • Lead Developer: Jason Soles • Art Director: Kris Aubin • Marketing Manager: Bobby Stickel • Development: Rob Stoddard • Production Manager: Mark Christensen

Editor-in-Chief: Nathan Letsinger
Managing Editor: Eric Cagle
Creative Director: Matt Wilson
RPG Content Manager: Nathan Letsinger
Hobby Content Manager: Rob Hawkins
Editor: Christopher Bodan
RPG Design: Doug Seacat
Continuity Editor: Jason Soles
Graphic Design: Josh Manderville
Photography: Steve Angeles, Ben Misenar
Studio Miniatures Painter: Matt DiPietro

Contributors:

Todd Arrington, Benjamin Battiste, Simon Berman, David Boeren, David Bowen, Amy Brehm, David 'DC' Carl, Jessie Carlile, Ashley and Jarnigan Cook, Matt DiPietro, Todd Dunn, Timothy Flanders, Jason Flanzer, Mathieu Fontaine, Simon Foster, Jeremiah Gardner, Dirk Gijsen, Rob Hawkins, Justin Herring, Erik Hess, Adam Huenecke, Kris Johnson, Luke Johnson, Alyssa Jordan, Ron Kruzie, Andrew Linstrom, Emiliano Mancini, Jason Nichols, Pat Ohta, Leith Olson, David Patten, Adam Poirier, Brian Putnam, Marike Reimer, Frank Roberts III, Ivan Robuliak, Jim Rowell, Tom Schadle, Derek Schubert, John Shaffer, Sam Stewart, Rob Strohmeyer, Michael Stubbs, Sonya Taulia, Hollyanne Taylor, Dr. Twitch, José Veléz, Andy Welton, Joe Wideman

Art/Photographs:

Andrew Arconti, Matt Dixon, Emrah Elmasli, Mark Gibbons, Marek Okon, Karl Richardson, Brian Snoddy, Andrea Uderzo, Chris Walton, Brian Valenzuela, Eva Widermann, Matt Wilson, Sam Wood

No Quarter Magazine

All content copyright 2001 - 2008 Privateer Press, Inc. All rights reserved. All trademarks herein including *Privateer Press, Iron Kingdoms, Immoren, The Witchfire Trilogy, Monsternomicon, Five Fingers: Port of Deceit, Full Metal Fantasy, WARMACHINE®, Steam-Powered Miniatures Combat, WARMACHINE: Prime Remix, WARMACHINE: Escalation, WARMACHINE: Apotheosis, WARMACHINE: Superiority, WARMACHINE: Legends, Forces of WARMACHINE: Pirates of the Broken Coast, Khador, Protectorate of Menoth, Cryx, Cygnar, Pirates of the Broken Coast, HORDES, Monstrous Miniatures Combat, HORDES: Primal, HORDES: Evolution, HORDES: Metamorphosis, Circle Orboros, Legion of Everblight, Skorne, Trollblood, Play Like You've Got A Pair, No Quarter Magazine, Formula P3, Formula P3 Hobby Series, Infernal Contraption, Infernal Contraption 2: Sabotage!, BODGERS, Monsterpocalypse, G.U.A.R.D, Shadow Sun Syndicate, Planet Eaters, Martian Menace, Lords of Cthul, Terrasaurs, Ashes to Ashes Coast to Coast,* and *Gamer Hooligan* and all associated logos are property of Privateer Press, Inc. First printing Vol. 3, Issue 21: November 2008. Printed in the USA. This magazine contains works of fiction, any resemblance to actual people, organizations, places, or events in those works of fiction are purely coincidental. Duplicating any portion of the materials herein unless specifically addressed within the work or by written permission from Privateer Press is strictly prohibited. In the event that permissions are granted such duplications shall be intended solely for personal, noncommercial use and must maintain all copyrights, trademarks, or other notices contained therein or preserve all marks associated thereof.
Two shots below the waterline for the scallywag who pirates the pirates. Ye been warned.

FIRE IN THE HOLE

Changing of the Guard

2008 has been a pretty good year for us here at Privateer Press. The release of *WARMACHINE: Legends* in August has generated a tremendous amount of buzz. Monsterpocalypse crashed its way into the scene back in October and has utterly thrashed our expectations with great reviews and excitement.

This flurry of activity has hit close to home as well. In the past few months, we've changed our crew quite a bit. Press Gangers have scoured the ports and taverns all along the Broken Coast and we've shanghaied several new sea dogs, with names that might be familiar to you from the forums or the tournament scene. Frequent NQ contributor David "DC" Carl (aka Dacarnix) has come on as our new Playtest Coordinator. David Dauterive (aka KhadorBear) donned the mantle of Events Manager. 2008 Masters Tournament runner-up Adam Poirier (aka Nick_Castle19. Also, see p. 51) is now helping out with our many internal systems and logistics demands. Industry veteran Darla Kennerud will be tackling our editorial needs and our newest Game Designers, Michael Faciane and Erik Yaple have been sequestered in the bowels of the ship to toil away at creating new titles and to make our current games even better.

Nathan Letsinger (aka Natebot) has been No Quarter's Editor-In-Chief since the early days of the magazine's existence. His humble beginnings as a peasant from Ord were left behind as he took on the mantle of both Editor-In-Chief and "I.T. guy" and he was instrumental in creating the Privateer Press website. But all good things must come to an end and Nate has recently departed our crew to live his own life of adventure as an independent pirate. Needless to say, he leaves behind quite a legacy and some big shoes to fill. I've been the Managing Editor of the magazine for the past two-and-a-half years, but starting in 2009, I'll be taking on Nate's previous title and pushing the boundaries of what we've done in the past. Have questions, suggestions, or comments about what you see in No Quarter? Continue to send your ideas and feedback at: **editor.in.chief@privateerpress.com**.

I'd also like to address a question that has been floating around on the forums for the past few months: How much Monsterpocalypse coverage will be included in No Quarter magazine? The answer is simply "enough for everyone". At its core, No Quarter is geared towards the players of WARMACHINE, HORDES, and the Iron Kingdoms setting. We'll keep you informed on upcoming products and events for the MonPoc line, but this content will not have a huge impact on the page count for the magazine. That said, check out the Monsterpocalypse developer blogs at **monsterinsider.net** to find out what is in store for what we hope will be your new favorite game.

We have some big plans in 2009 for Privateer Press games and titles. *HORDES: Metamorphosis* arrives this Spring, bringing with a bevy of fearsome warlocks, ferocious warbeasts, and what I consider the best thing since mechanika-sliced bread: Minion lesser warlocks. WARMACHINE players should begin salivating now (go ahead, we'll wait. Done? OK), because we have some amazing things in store for your favorite steam-powered game.

And so, we bid 2008 a fond farewell and gear up for the coming year. I would like to thank all of the Privateer Press staff, writers, artists, and other contributors that have helped to make No Quarter a continual fan favorite and your one stop shop for all things Iron Kingdoms. Bring on 2009!

As always,

Play Like You've Got a Pair!

Eric Cagle

—Managing Editor

TABLE OF CONTENTS

Issue No. 21

Fire in the Hole 2
Letter from the Editor-in-Chief

Bosun's Call 4
Letters to the Editor and general shenanigans

News From the Front 6
Events and important news from around the world

New Releases 8
The latest Privateer Press products for November and December

2008 Formula P3 Grandmaster Painting Competition 12
A look at the AMAZING winning entries for this year's event

Painting Challenge: Hiding in Plain Sight 38
And no, we're not talking about invisible ink

The Coming Change 39
A *HORDES: Metamorphosis* preview, introducing lesser warlocks

2008 Privateer Press Masters Championship 48
Who came out on top once the smoke cleared?

Full Metal Challenge: Whack-A-Beast 52
There are two ways to win, but can you take out Morvahna first?

Hardcore, Hard Results 53
Meet the 2008 Hardcore champions and their winning armies

Hierarch Garrick Voyle: Modeling a Legend 58
Rob Hawkins shows off his killer Garrick Voyle conversion

Winds of Change 60
Ch-ch-ch-changes. Master the changes to the Steamroller 4 format

The Pendrake Encounters: The Boatman 64
Hop aboard and buckle up, because you're facing the Boatman

Secrets of the Wild: Nature's Wrath 68
It's not wise to fool with Mother Nature *or* the Circle Orboros

The Gavyn Kyle Files: Eiryss 76
Hey mage, if you see her, you know you're already dead

Guts and Gears: The Seraph 80
The Seraph strikes from the sky like a deadly, poisoned arrow

Terrain: Trollkin Krielstone Shrine 86
Learn how to build this sacred and powerful source of Trollkin power

Parts Bin 91
A look at individual parts available in the Privateer Press Store

Drawn & Quartered / Player Gallery 93
IK inspired comic and some of the best fan-based paint jobs around

BOSUN'S CALL

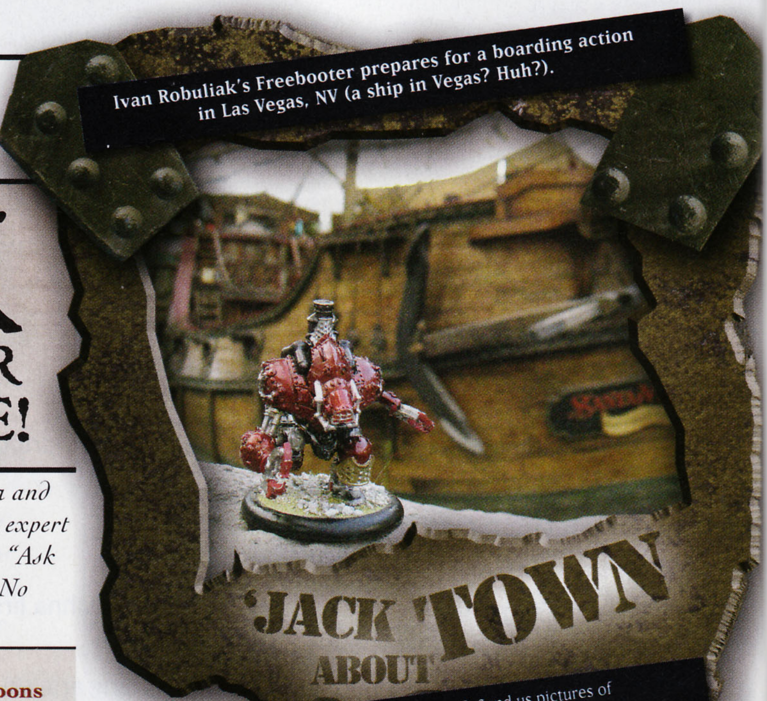
LETTERS

ASK PROFESSOR PENDRAKE!

Have you ever had a question about the exotic flora and fauna of the Iron Kingdoms? Now you can ask the expert himself, Professor Viktor Pendrake. Look for more "Ask Professor Pendrake" Q&As in upcoming issues of No Quarter magazine.

Q: Have trained skiggs ever been used as weapons of war?

A: I can't recall any reference to the military putting such creatures to use. There are two ways I can imagine you may have meant this question. First, there is the thought of sending powder-filled skiggs launched as some form of projectile—perhaps a catapult or trebuchet—soaring over an enemy's defenses to explode, causing confusion and terror. While certainly a creative idea for a weapon, it is not particularly practical. Skiggs ruin more powder by consumption than they warrant in terms of explosive potential. The added horror of the target being sprayed with skigg blood and innards would likely not be sufficient for the investment in powder to feed them. The other way you may have meant this would be to send skiggs into an enemy's powder supply to consume it, possibly causing subsequent damage by exploding. Again, this is not a practical method of conducting warfare. If you can get a skigg close to an enemy's powder supply, it likely means you could have just blown it up in the first place. But perhaps finer military minds than mine can find a use for such nuisances.



Ivan Robuliak's Freebooter prepares for a boarding action in Las Vegas, NV (a ship in Vegas? Huh?).

Got a cool landmark in your town? Send us pictures of your 'jacks or beasts out on walkabout to

jackabouttown@privateerpress.com

If we like 'em, we'll print 'em.

Q: My question concerns the formidable creatures known as titans, which you so eloquently described and cataloged in the second volume of your 'Monsternomicon' series. I have viewed the illustrations in your book, and the sight of these beasts' massive tusks poses to me an odd conundrum: how does a mature titan feed itself once its tusks have grown out?

A: I have had this question posed to me before by one of my own colleagues. You'll forgive my sounding a bit trite, but I had to remind my colleague that the titans do have hands. Indeed, they have *four* hands. I've never once seen any of them having any difficulty gathering up grasses or other food material to shove into their faces.

Have a question for the Professor?
Post in the No Quarter section at:
www. privateerpressforums.com

PRIVA
PRESS

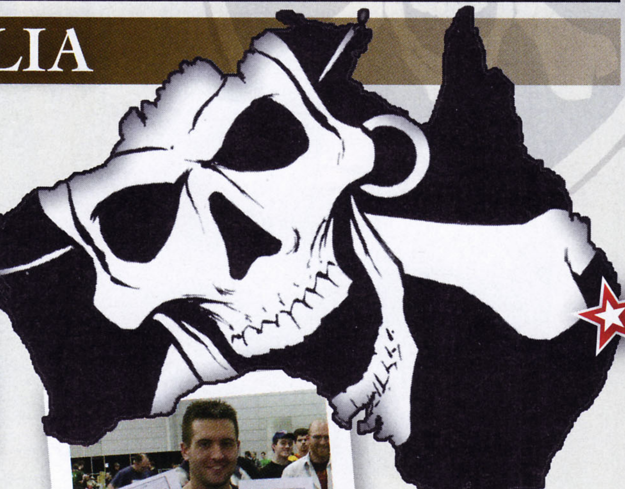
PUT YOUR GAME FACE ON!

We were pleasantly surprised by some of the amazing fan made costumes that we saw at the various conventions this season. Here are a few pictures of just some of the fantastic Iron Kingdoms' themed outfits that we saw. Have your own WARMACHINE, HORDES, or Iron Kingdoms related costume? Put it on, take a picture, and send it to: **submissions@privateerpress.com**

NEWS FROM THE FRONT

News From the Front brings you recaps and advance information about WARMACHINE and HORDES related events from around the world. Is there a cool event taking place in your area? Tell us about it at: *submissions@privateerpress.com.*

GEN CON AUSTRALIA

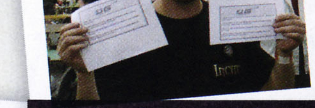


STEAMROLLER WINNERS (500 POINTS)

Champion: Allen Love (Cryx)
2nd Place: Joel Dodd (Protectorate of Menoth)
3rd Place: Chase Price (Circle Orboros)
Best Painted Army: Rob Ansell (Mercenaries [Privateers])
Best Sportsman: Matthew Medway (Khador)

HARDCORE WINNERS (750 POINTS)

Vanquisher Award (Most Tournament Points and Overall Winner):
Ben French (Protectorate of Menoth)
Executioner Award (Most Victory Points):
Ben French (Protectorate of Menoth) – 70 VPs
Mage Hunter Award (Fastest 'caster Kill):
Tom Killingbeck (Cygnar) – 15 minutes and 45 seconds
Master Craftsman Award (Best Painted Army):
Ben Leong (Protectorate of Menoth)



Ben French, winner of the Vanquisher and Executioner awards.

Ben Leong's Master Craftsman Protectorate of Menoth army.

Gen Con Australia was held for the first time in Brisbane from July 3-6, 2008. The convention was also host to a Steamroller tournament as well as Australia's first Hardcore event. Both events were well attended, with players from all over Oz converging on Brisbane to take part. Battles were hard fought with all players showing they know how to "Play Like You've Got a Pair" Down Under. The Privateer Press booth in the trade hall was well stocked and attended with many new players walking out with plenty of WARMACHINE and HORDES booty in tow.

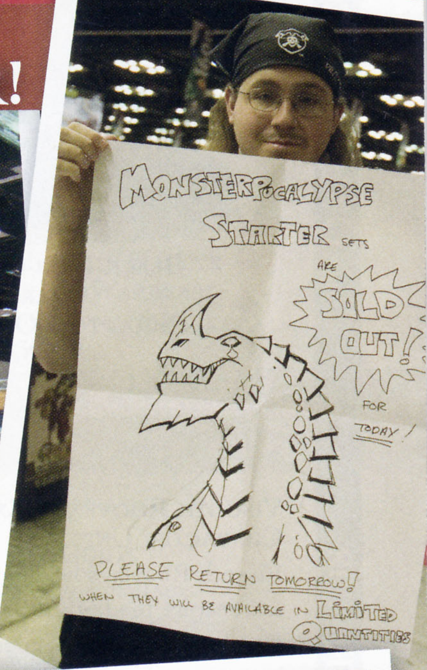
PROJECT GAME FOR A CURE

Dan "YoungWolf7" Smith and the rest of the BrushThralls have been synonymous with beautifully painted models and an inspiration for modelers and painters for several years now. When Dan was struck with cancer, the BrushThrall team came together to pull off "Project Rainy Day" by painting and selling a Khador army to help offset some of Dan's medical costs. The cancer has returned and a team from Canada decided to help out by doing "Project Game for a Cure"—painting and selling 500 point Khador and Skorne armies. They are auctioning these armies separately starting November 17th, 2008, with all proceeds going to cancer research and to Dan! For any questions about the project or the auction, email: **gameforacure@gmail.com**

Just two of the models up for auction. Bid now!

PRIVATEER
PRESS™

CONVENTIONMACHINE: DEMO LIKE YOU'VE GOT A PAIR!



MONSTERPOCALYPSE
UPPER DECK

The Privateer Press convention crew has wrapped up its "sweep and clear" mission known as the convention season. Armed with demo figures, catalogs, granola bars and sharpies, the crew entered the arena known as Gen Con Indy this past August and introduced WARMACHINE, HORDES, Infernal Contraption and Monsterpocalypse to over 30,000 raucous con-goers…

Into the fray! Gen Con Indy is our Super Bowl, and this would be our largest presence at Gen Con in the company's history. To sum it up, we had the biggest booth, the longest line, ran the most demos, and had the highest event attendance ever. Privateer Press riveted the attention of the hobby gaming world, and staked our claim as a force to be reckoned with.

Some of the comments heard at the show include: "I had no idea that Privateer Press was so powerful," "You guys are the talk of the show," and "You guys are the hardest working company in the entire industry, hands down."

Don't we know it! Furthermore, it would be heresy to fail to mention that a huge part of our success can be attributed to our Press Gangers, the most devoted volunteers in the industry. Every year, a few more players are literally 'press ganged' into service right in the middle of the show, and this year was no exception as we continued to grow our family on the fly! We found some very enthusiastic fans willing to put on a Press Ganger shirt and jump on a demo table. And demo they did, to literally thousands of people. The Privateer Press booth was so busy the line ran the length of the booth, then wrapped around the north wall and continued down the hall. So much so, that it attracted the attention of not only everyone else at the show, but the local Channel 6 news crew as well, who put a camera and microphone all over our booth.

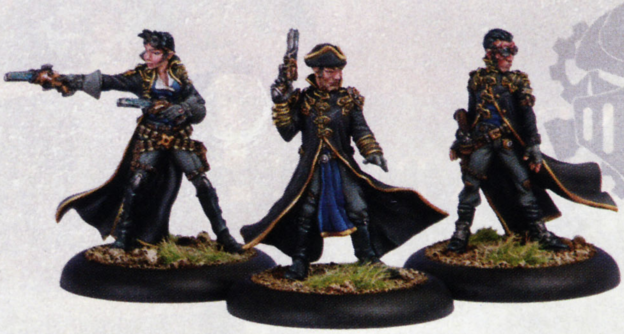
Monsterpocalypse and *Legends* were the hits of Gen Con, and attendees were even given the chance to get the exclusive Kiltlifter Trollkin model (which you can now order from our online store, since we sold out of it in seven hours during the first day of the show—yes, the demand for it was that big!)

For those who were there, thanks for making Gen Con 2008 the biggest and best in Privateer's history—check out the Poop Deck on page 96 for more pictures of the insanity. For those who missed it, make sure you buy your tickets for next year. You won't believe what we have planned for 2009!

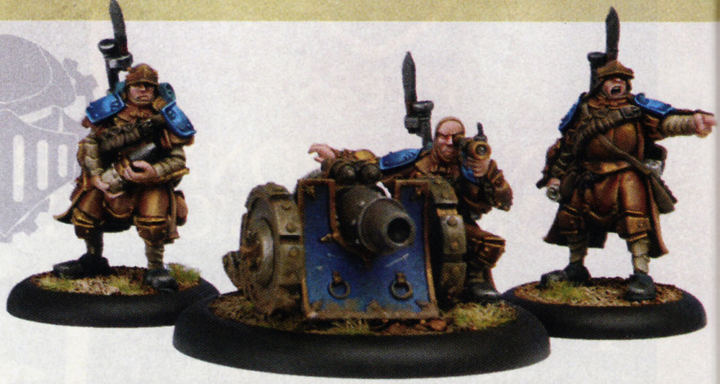
WARMACHINE
LEGENDS

NEW RELEASES

NOVEMBER 2008



BLACK 13TH GUN MAGE STRIKE TEAM
CHARACTER UNIT BOX
SCULPTOR: OLIVIER NKWETI LAFITTE
PIP 31057 • $16.99



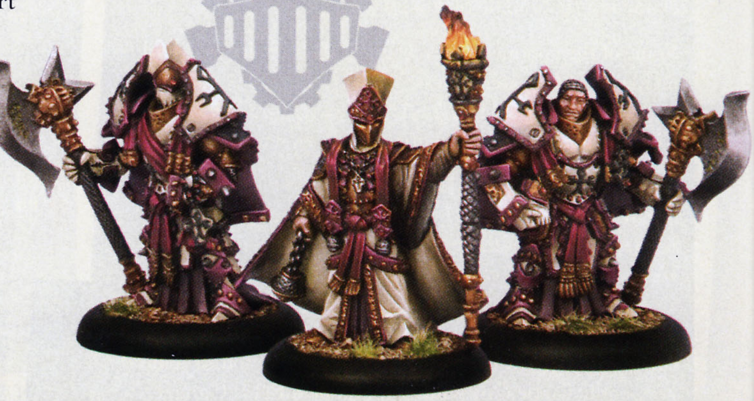
CYGNAR TRENCHER CANNON CREW
SCULPTOR: MAURO GNANI & JEFF WILHELM
PIP 31058 • $32.99

NOVEMBER 2008

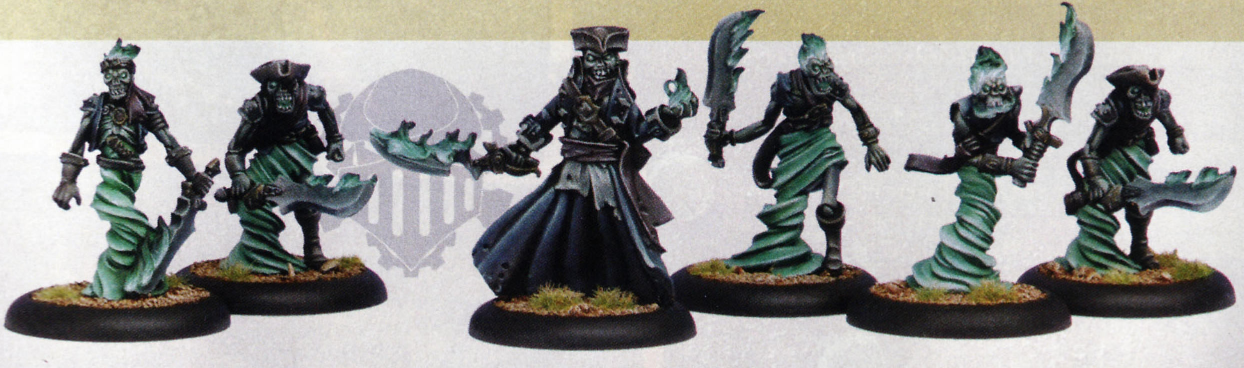
VISGOTH RHOVEN & EXEMPLAR BODYGUARDS CHARACTER UNIT BOX

Visgoth Rhoven's leadership and prayers both support and inspire the faithful around him as he presses the attack against the enemies of Menoth. His tireless honor guard accompanies him everywhere. These veteran exemplars bear consecrated halberds and rarely take to the battlefield, but the stakes in the current crusade have simply risen too high.

SCULPTOR: TODD HARRIS • PIP 32056 • $26.99



NOVEMBER 2008



CRYX BLACKBANE'S GHOST RAIDERS
SCULPTOR: MAURO GNANI
PIP 34064 • $29.99 • PIP 34065 • $9.99

NEW RELEASES

KHADOR KOLDUN LORD SOLO
SCULPTOR: EDGAR RAMOS
PIP 33062 • $12.99

MINION LESSER WARLOCK DAHLIA HALLYR
& SKARATH CHARACTER HEAVY WARBEAST
SCULPTOR: GREGORY CLAVILIER
PIP 75016 • $32.99

PRIVATEER PRESS
MONSTERPOCALYPSE
COLLECTIBLE MINIATURES GAME
SERIES 1: RISE
STRATEGY GUIDE

MONSTERPOCALYPSE: RISE STRATEGY GUIDE

The Monsterpocalypse: Rise Strategy Guide contains tips and tactics, spoilers, and commentary on every figure, faction, map, and format, all in 64 full-color pages. Also included is an EXCLUSIVE double-sided battle map. A valuable resource for players and tournament organizers.

PIP 50008 • $14.99

MONSTERPOCALYPSE: THE COMIC BOOK VOL. #3

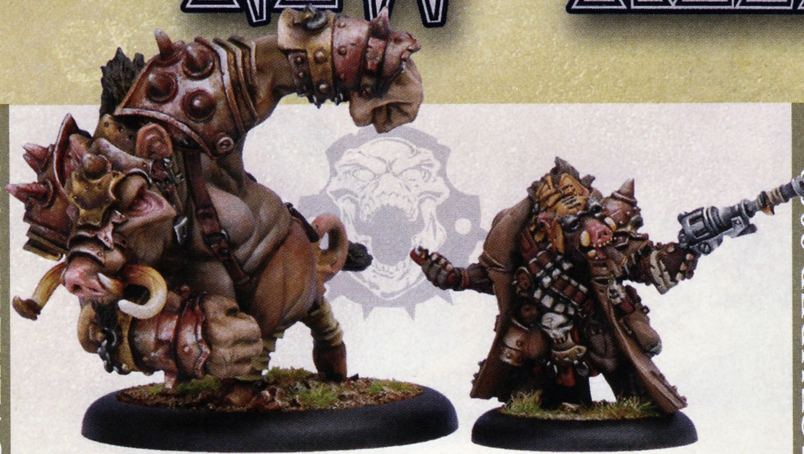
Sky Sentinel's arc cannon is severely damaged and on the verge melting down. The crew is stranded off the coast of South America, but there isn't time to stop for repairs. The team must respond to a distress call from none other than Defender-X. Gorghadra is back in Chicago and he is proving to be more than even Defender-X can handle. Sky Sentinel's crew must risk every thing in order to destroy Gorghadra.

PIP 50022 • $3.99

DESPERADO
MONSTERPOCALYPSE

NEW RELEASES

NOVEMBER 2008



Minion Lesser Warlock Rorsh & Brine
Character Heavy Warbeast
Sculptor: Ben Siens & Jason Hendricks
PIP 75017 • $44.99

DECEMBER 2008

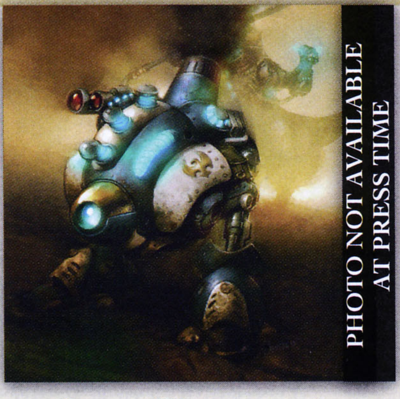
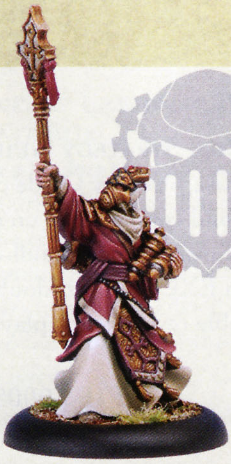


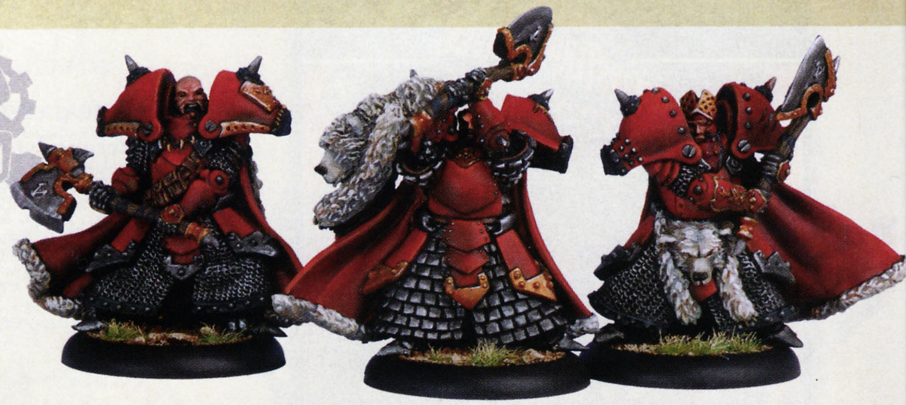
PHOTO NOT AVAILABLE AT PRESS TIME

Cygnar Squire Warcaster Attachment
Sculptor: Ben Saunders
PIP 31060 • $TBD

DECEMBER 2008

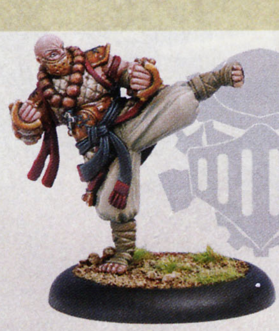


Protectorate Hierophant
Warcaster Attachment
Sculptor: Jose Roig • PIP 32057 • $9.99

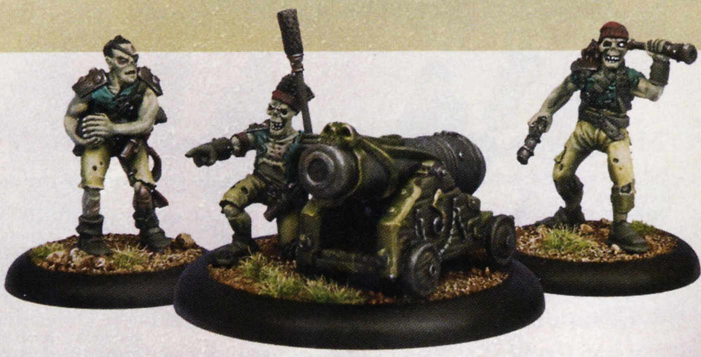


Khador Great Bears of Gallowswood
Character Unit
Sculptor: Olivier Nkweti Lafitte
PIP 33059 • $37.99

DECEMBER 2008

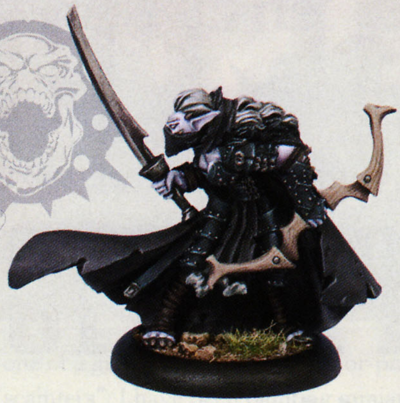


Protectorate Allegiant of the
Order of the Fist Solo
Sculptor: Edgar Ramos
PIP 32060 • 9.99



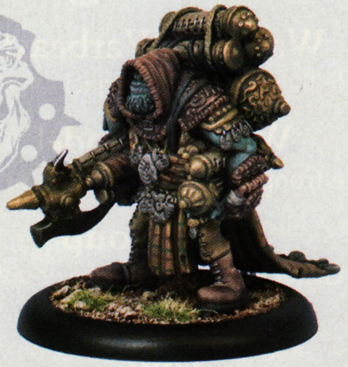
Cryx Revenant Cannon Crew
Sculptor: Mauro Gnani
PIP 34063 • $23.99

NEW RELEASES

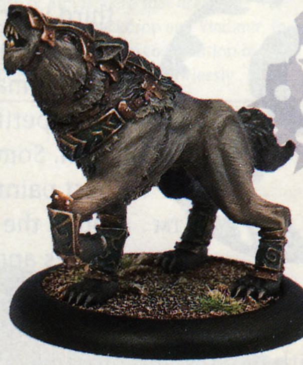


LEGION OF EVERBLIGHT STRIDER DEATHSTALKER
Some few striders rise above the ranks of their peers as precision instruments of death. Deathstalkers range ahead at the vanguard of Everblight's armies and regularly embark on extended scouting missions where Legion warlocks entrust them to their own supervision and the leadership of subordinate striders.

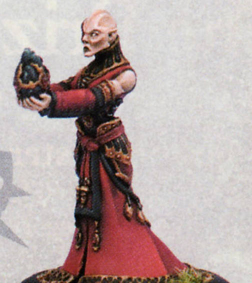
SCULPTOR: TODD HARRIS • PIP 73039 • $11.99



TROLLBLOOD STONE SCRIBE ELDER
SCULPTOR: DAVID SUMMERS
PIP 71041 • $16.99



CIRCLE ORBOROS WAR WOLF SOLO
SCULPTOR: JEFF GRACE
PIP 72040 • $12.99



SKORNE EXTOLLER SOULWARD SOLO
It is the extoller soulward who selects the greatest heroes of the battlefield for preservation, guiding spirits to ancestral guardians to escape the Void. Those who survive the potentially deadly ordeal to become an extoller can communicate with the exalted. It is their task to invoke the guidance, wisdom, and protection of the skorne's most revered ancestors.

SCULPTOR: VLADD JUNGER • PIP 74040 • $9.99

2008 FORMULA P3 GRANDMASTER PAINTING COMPETITION

- A Sight to Behold -

2008 marks our third year of hosting the Formula P3 Grandmaster Painting Competition at Gen Con. Some of the best painters from around the world dazzled audiences and judges alike with an incredible display of talent and creativity. The miniature cases were filled with models and dioramas displaying spectacular conversion work and brilliant painting that left the judges breathless.

Privateer Press' Studio Director Ron Kruzie, Hobby Content Manager Rob Hawkins, and Studio Painter Matt DiPietro carefully reviewed each entry. The competition was fierce, and showcased the old pros as well as some fresh faces. One entry stood out above all others, and Derek Schubert was awarded the title of Grandmaster with his incredible "Birth of Dominion" diorama (see following page).

We present the award winners for the 2008 Formula P3 Grandmaster Painting Competition, and some of the more notable Honorable Mentions. Thanks go out to all the participants who spent countless hours producing some of the finest paint jobs around!

The Categories

Warjack/Warbeast

A single light or heavy warjack or warbeast

Warrior Model

A single trooper, solo, warcaster, or warlock

Battlegroup

A warcaster and 2-5 warjacks or a warlock and 2-5 warbeasts

Unit

Game legal group of models or a unit

Diorama

A scene of the Iron Kingdoms, made up of components that do not exceed 12" wide, by 12" tall, by 12" deep.

The Prizes

$200 First Place Prize per category

Grandmaster

The Grandmaster is selected from the first place entries in each category and wins:

$1,000 and Bragging Rights

DEREK SCHUBERT
2008 Grandmaster Award Winner

I am one of a growing group of sculptor-painters, or "scainters". I have been painting miniatures for many years, but also designing and sculpting (and then painting) them since 2002, mostly as freelance commissions for a certain Texas-based miniatures company. I reside two states down the coast from Privateer Press HQ, in the San Francisco Bay area, home to many other excellent painters and gamers. I work as a landscape architect and commute by bicycle. I'm left-handed, which gives me an unfair advantage in any contest. I have better hearing than dogs do, and I can survive on photosynthesis alone. I've been painting for just over twenty years, but was on a plateau for the middle decade of that span. Getting connected with other painters and sculptors, both online and in-person, has stoked some friendly rivalries and driven me to push my skills more and more.

THE JUDGES SPEAK...

Ron Kruzie, Studio Manager

When I first looked at the piece, I was taken into the story. I felt the warmth of the forge and the cold determination to create Dominion. This diorama contains masterful painting skills, the understanding of light, warmth, cold, darkness, and the balls to pull it off.

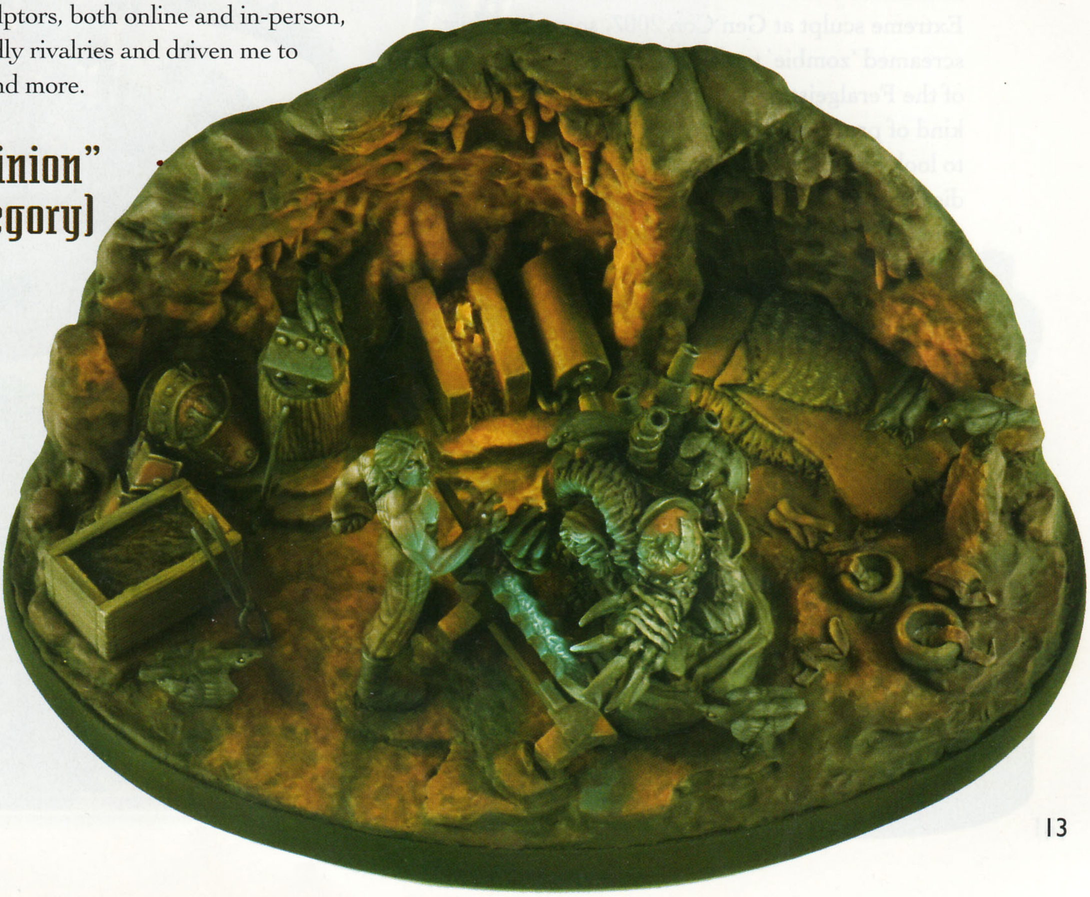
Rob Hawkins, Hobby Content Manager

As a terrain builder, I love a good diorama. Derek has beautifully captured this scene from *WARMACHINE: Apotheosis* with a fantastic composition and superb lighting. The eerie blue of the light emanating from the runes on Dominion really make the pair of figures (the focal point of the piece) pop out from the warm glow of the background lighting. The cast shadows are wonderful. All of the details are incredible, from the used bandages and crows, to the armor and forgeworks. All of these elements, combined with fabulous painting, really make this piece stand out.

Matt DiPietro, Studio Painter

While there were a multitude of entries that had great technical paint jobs, Derrick Shubert's diorama immediately stood out as a head above. Not only is the painting top notch, but it has an amazing sense of atmosphere that draws the viewer in. From the sculpting of the backdrop and Vladimir, to the rendering of the lighting effect and the composition of the entire piece, this entire diorama fits together flawlessly.

"Birth of Dominion"
(Diorama Category)

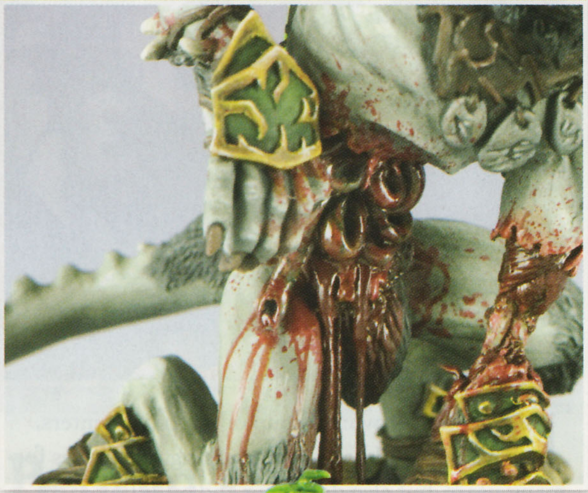


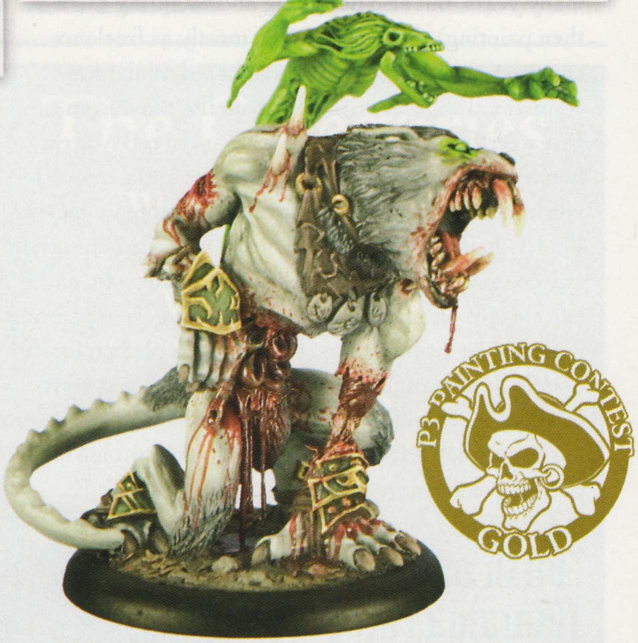
WARJACK/WARBEAST

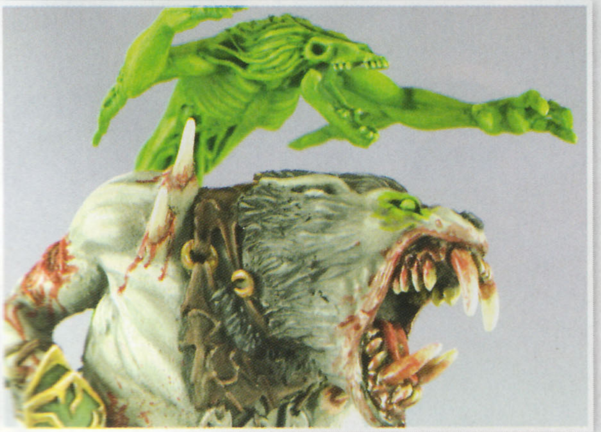
ADAM HUENECKE

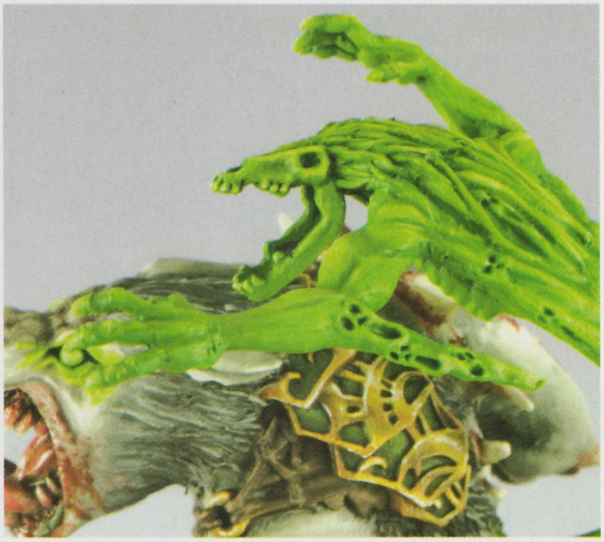
Warjack/Warbeast (Gold)

I am a 27-year-old history grad student at Northern Illinois University from the south suburbs of Chicago and U.S. Army vet (I was a tank driver and gunner). Whenever I am not reading copious amounts of dry academic literature, I try to paint and game as much as I can. When I first saw the Warpwolf Extreme sculpt at Gen Con 2007, something just screamed 'zombie' to me. From there, the inclusion of the Feralgeist possessing a fallen Warpwolf just kind of progressed naturally. I wanted the Warpwolf to look like another warbeast just *destroyed* him, so I disemboweled the model and tore all the meat off its arm, leaving tooth marks in the bone. In order to make the Feralgeist work on this entry, I had to do a ton of conversion work on the body, but sculpting all the little soul faces was a lot of fun.









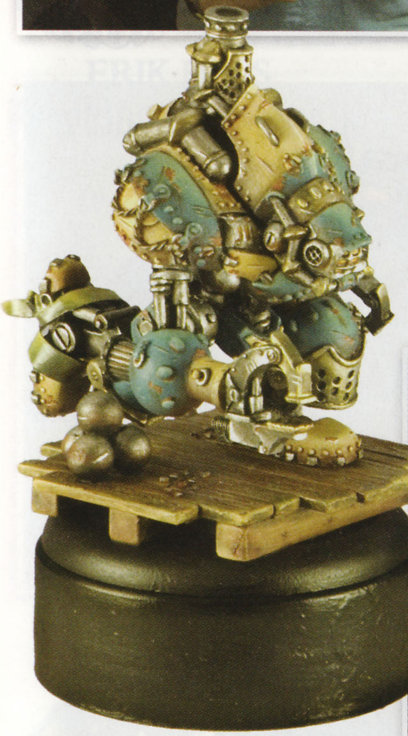
WARJACK/WARBEAST

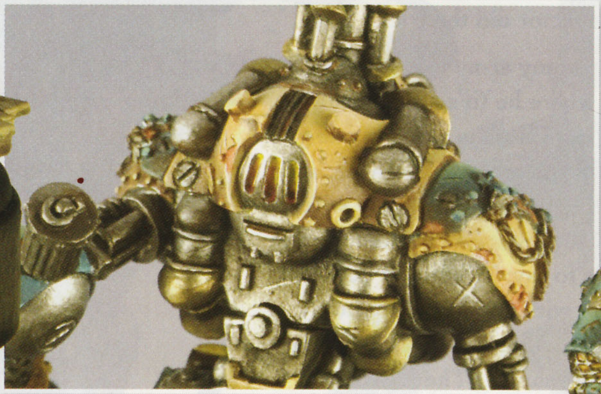
MATHIEU FONTAINE

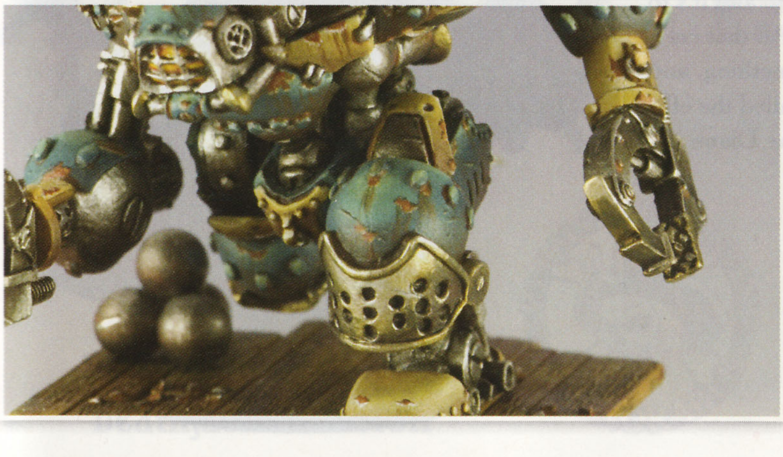
Warjack/Warbeast (Silver)

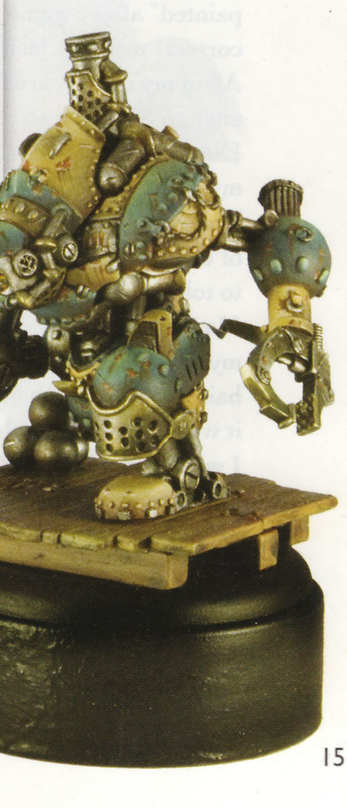
I have been painting for about twelve years, but the dedication and competition aspect kicked in roughly three or four years ago. I reached a point when I was painting an army, walked into a local tournament, grabbed the best-painted models and then lost interest for that army any more and started from scratch. It eventually was getting a bit too expensive and I decided to solely concentrate on miniatures for display and competition.

The sculpt; the movement of the mini; basically all its elements make this mini a wonderful warjack. The color scheme was directly taken from the *Pirates of the Broken Coast* book. The palette of desaturated blue and yellow was interesting to play with and allowed me to jump out of my comfort zone. I also knew that this warjack would be heavily weathered—I don't like the out of the factory look. I needed to emphasize the running pose and seeing him running on the deck was perfect. The addition of the seaweed attached to its foot and floating in the air was the final touch.

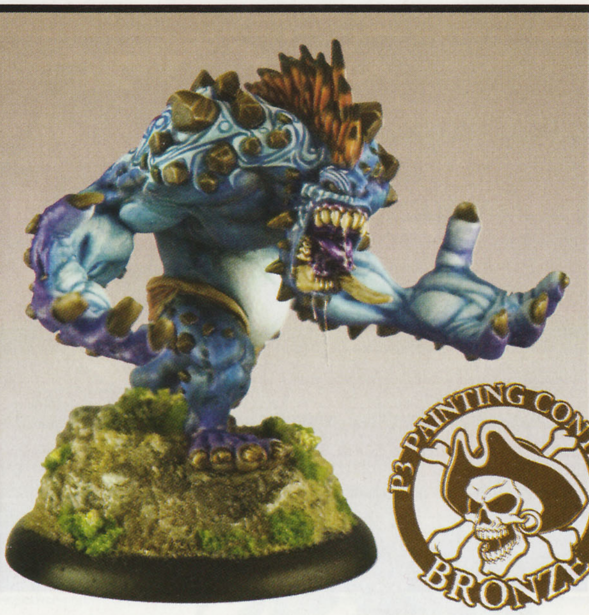








WARJACK/WARBEAST



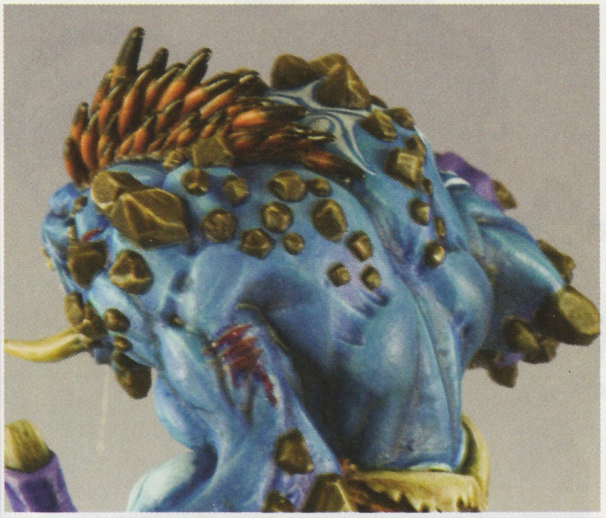
P3 PAINTING CONTEST
BRONZE

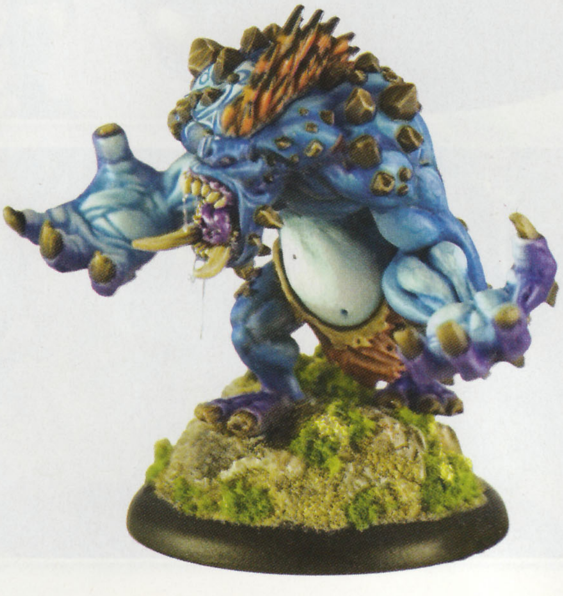
JASON NICHOLS

Warjack/Warbeast [Bronze]

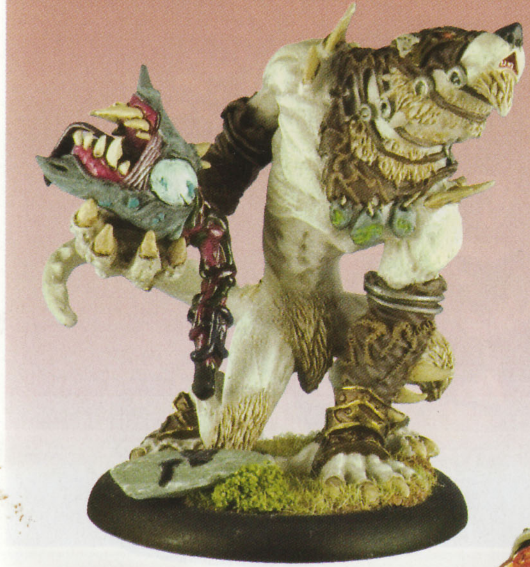
I love all of the armies of WARMACHINE and HORDES, but the logistics of a small apartment makes army selection a triage. That's where I thank my wife, she's able to make that hard choice of "Which army?" The Trollbloods made the cut. I think the Pygmy Troll's cute factor did the trick.

The Dire Troll Mauler of my army was a "must be painted" after a game where he (it's anatomically correct) tossed a 'jack onto Sorcha twice in one game. All of my models are for the tabletop, because "it ain't an SUV if it stays away from dirt". My wife, Diane, is the single most important consideration in my painting. She's able to say: "Unnnh, it doesn't look right", and off I go with another three hours of blending a 5mm space. All hail a spouse willing to tolerate an O.C.D. insomniac! The Dire Troll Mauler's most unique feature is the drool, and it's to my cat, Mr. Binx, that thanks must go. All that cat hair on the couch had to be good for something, and it was a few dips in gloss varnish that nailed the effect I was hoping for—a drool that passed the Diane measure of "unnnh".

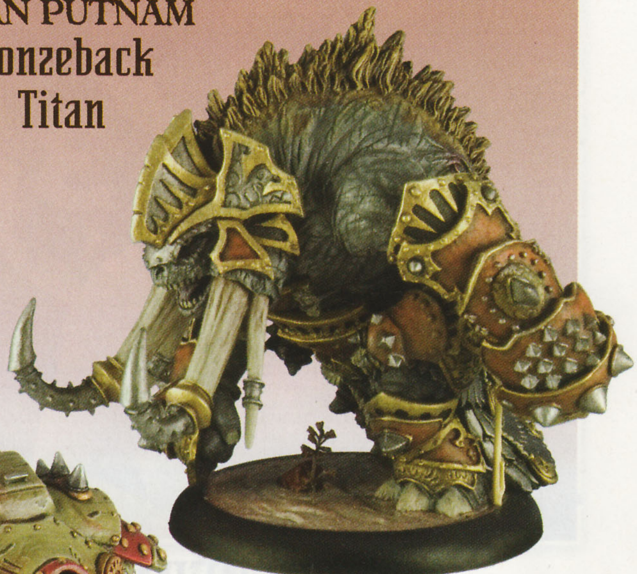




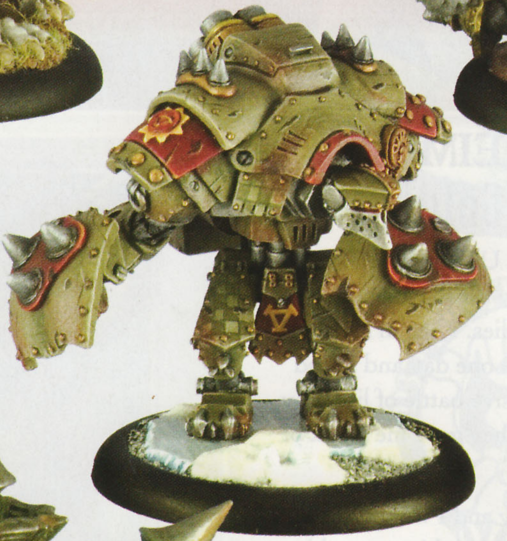
WARJACK/WARBEAST



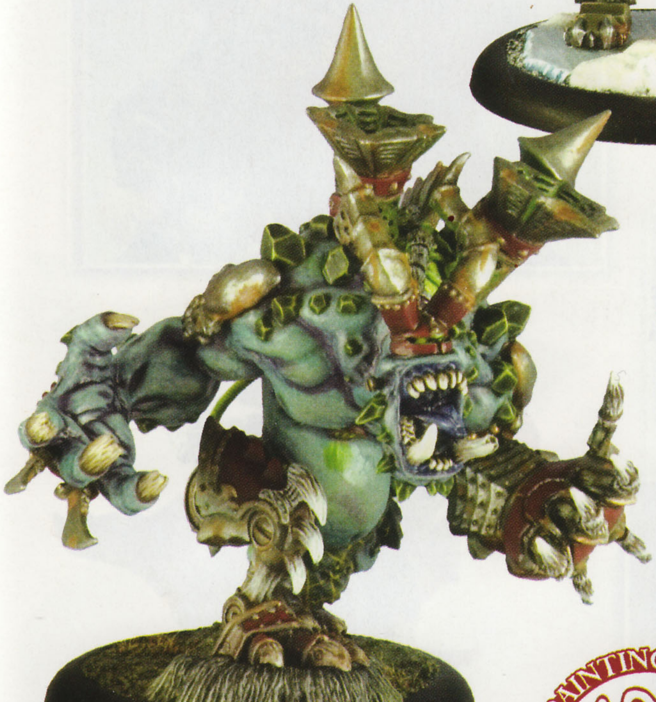
ERIK HESS
Pureblood Warpwolf



BRIAN PUTNAM
Bronzeback
Titan

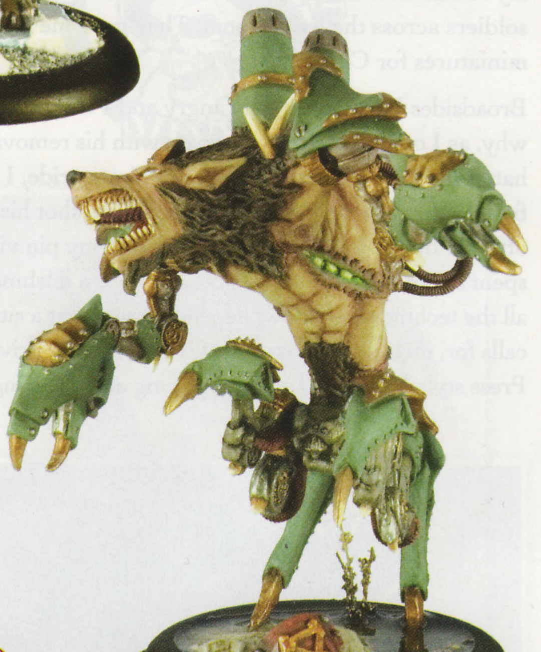


TOM SCHADLE
Kodiak



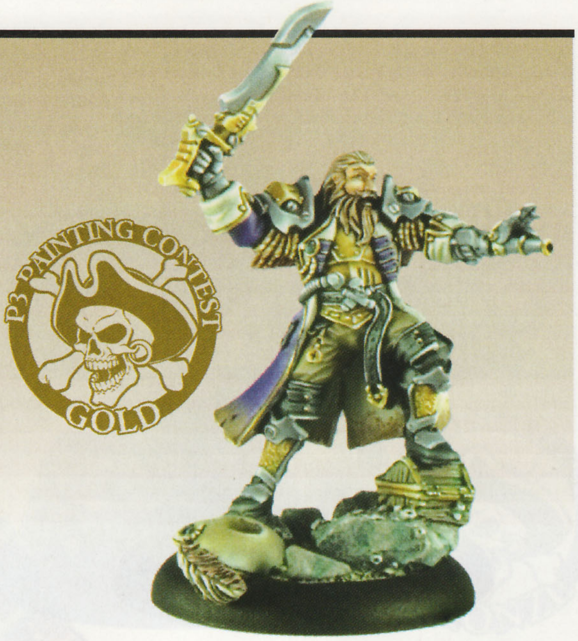
JEREMIAH GARDNER
Deathjack/Dire Troll

P3 PAINTING CONTEST
HONORABLE



LEITH OLSON
Warpwolf/Leviathan

WARRIOR

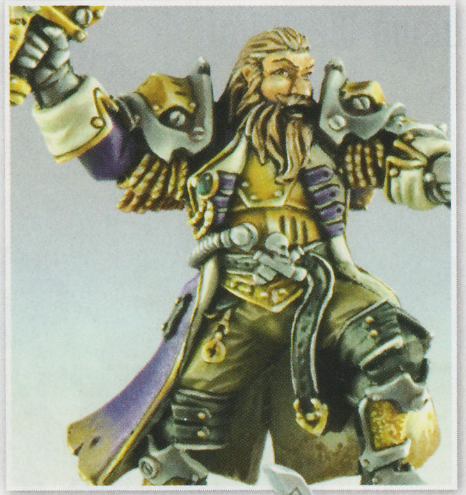


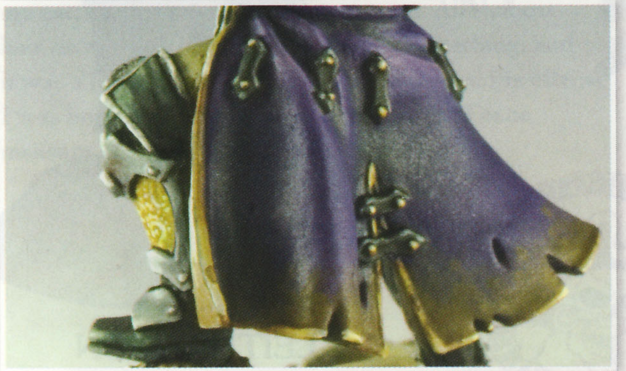
MARIKE REIMER

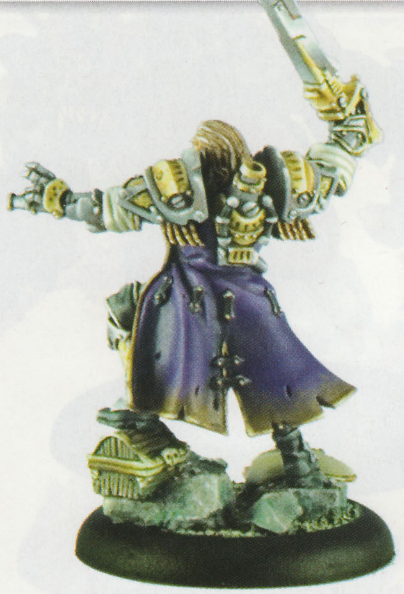
Warrior (Gold)

I'm a biochemistry major at the University of Washington and I paint largely for the love of painting, but also to fund my studies. I began six years ago when I came home from class one day and found my roommates had spread a massive battle of little toy soldiers across the living room. They gave me a box of miniatures for Christmas.

Broadsides Bart looks really angry and I wondered why, as I contemplated what to do with his removable hat. Since hats are a great source of pirate pride, I figured that he was livid because someone shot his hat off. The bullet hole was easy to add with my pin vice. I spent about 40 hours on this model. I use a mishmash of all the techniques I know, depending on what a situation calls for, including two types of wet blending, Privateer Press style blending, layering, glazing and stippling.

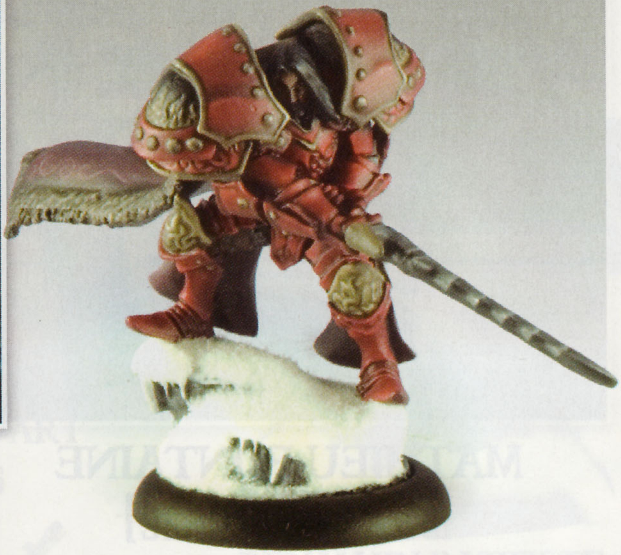


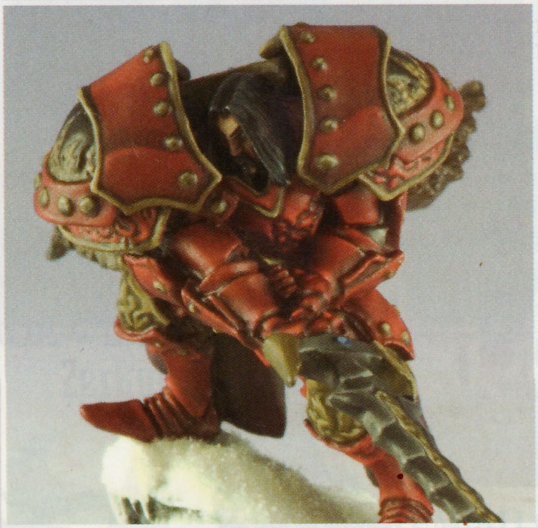


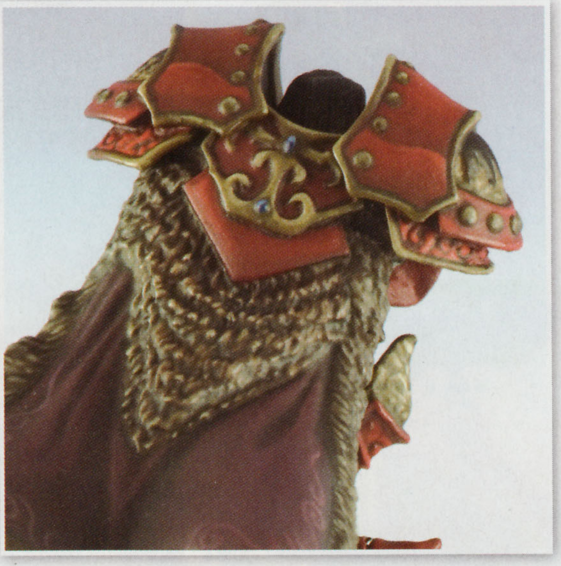


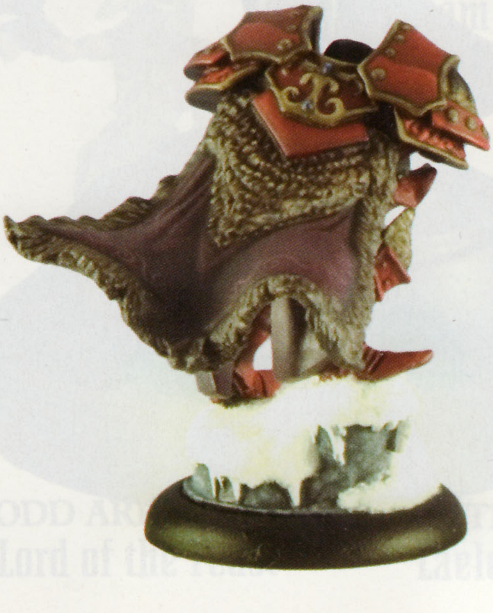
WARRIOR

JESSIE CARLILE
Warrior (Silver)









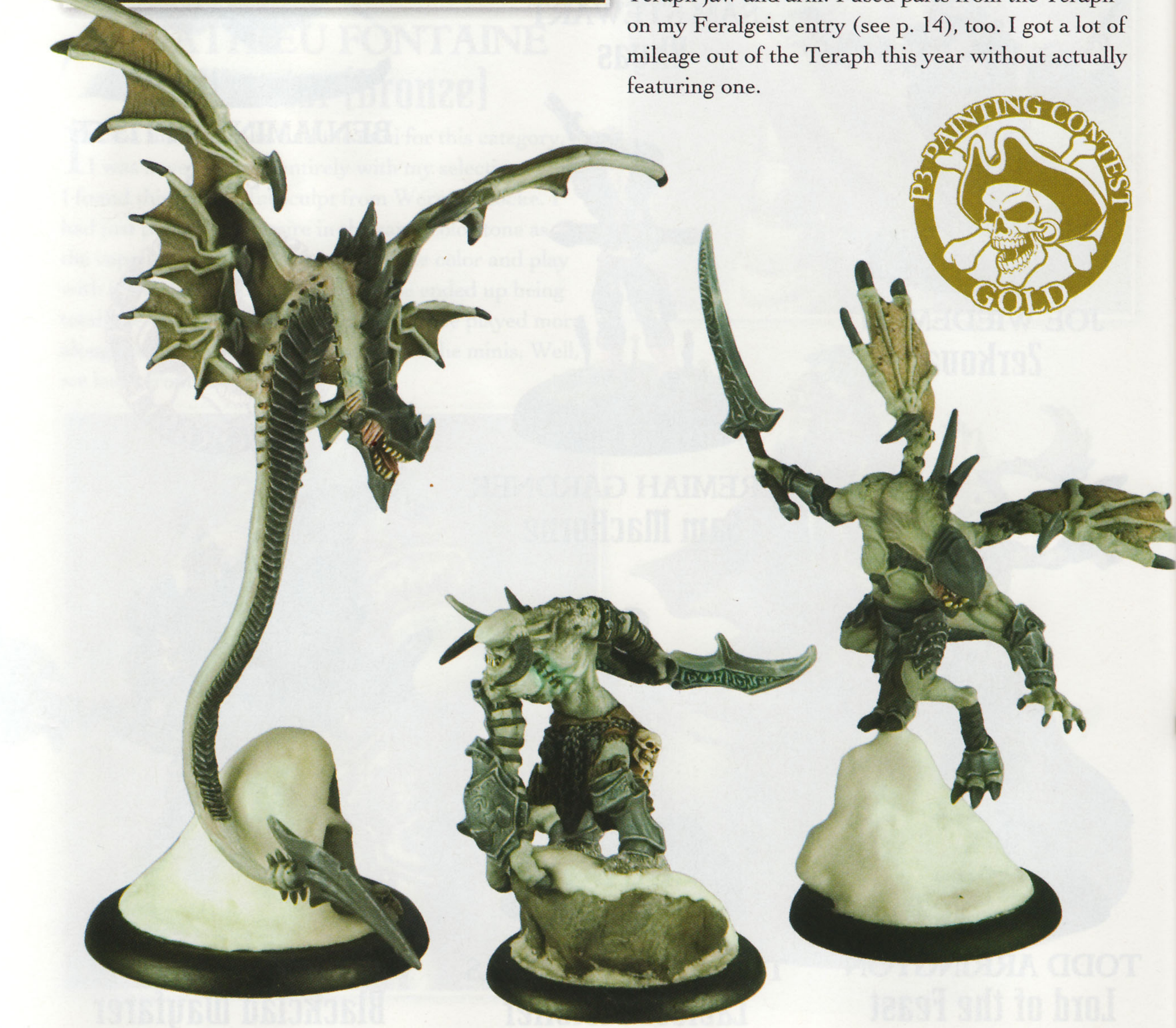
BATTLEGROUP/HORDE

FORMULA P3
N.I.M.G.C.

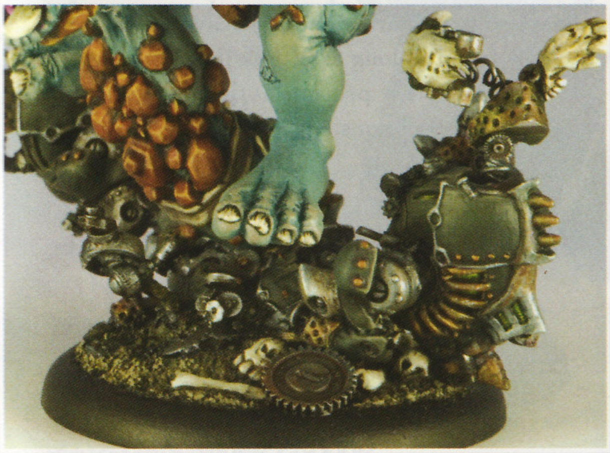
ADAM HUENECKE

Battlegroup [Gold]

I just really fell in love with each of these models, so putting them together in a battlegroup made sense. I didn't feel that the original sculpt for the Angelius did the massive dragon justice, so I slapped the larger Teraph tail on him and extended him upward to make him more "majestic". I was tempted to throw a beefy arm on him and go the Trogdor route, but I wisely decided against it. I had some trouble making the 'swooping' Angelius stable, and re-based him a couple of times. For the Nephilim Soldier, I tried to emulate the pose from the cover of *Evolution*. The Nephilim Soldier has a Teraph jaw and arm. I used parts from the Teraph on my Feralgeist entry (see p. 14), too. I got a lot of mileage out of the Teraph this year without actually featuring one.



BATTLEGROUP/HORDE



TOM SCHADLE

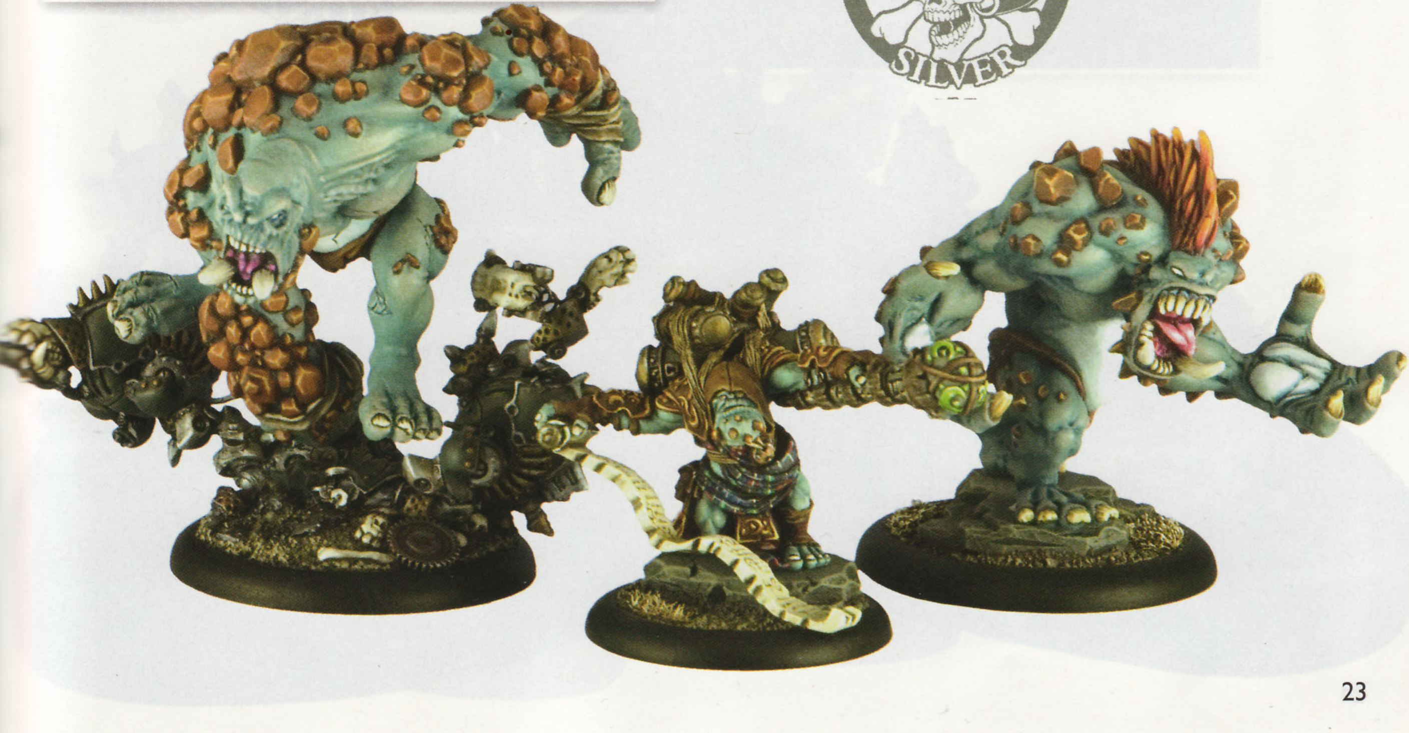
Battlegroup (Silver)

I've always loved the Troll models and artwork. They are such cool-looking beasts, and each one has so much character! I started with the Dire Troll Mauler, and then added the Earthborn. With two Dire Trolls, it had to be Hoarluk as my first warlock, just to keep them in line!

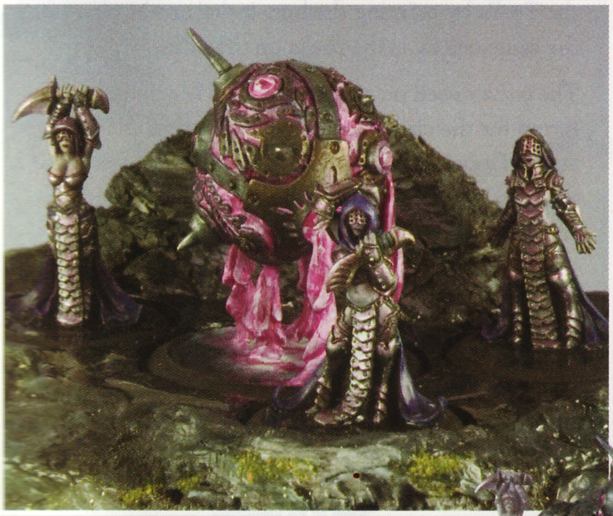
The cover of *Escalation* is pretty awesome—all those gears and gizmos flying through the air as that poor Cygnar 'jack gets smashed—and I wanted to capture a similar effect with the bonejacks getting smashed to pieces on the base of the Earthborn. I destroyed five or six cheap watches to get all the tiny screws and gears and things. I tried to tie that base into the rest of the Trolls by painting the bonejacks' armor plates in the same colors as the rocks on the other bases.

The *quitari* used on all three models is actually the tartan for the clan of my wife's maiden name. It took some "Google-Fu", but was well worth it I think *and* totally scored me husband points. Heck, scored me son-in-law points, too!

P3 PAINTING CONTEST
SILVER



BATTLEGROUP/HORDE



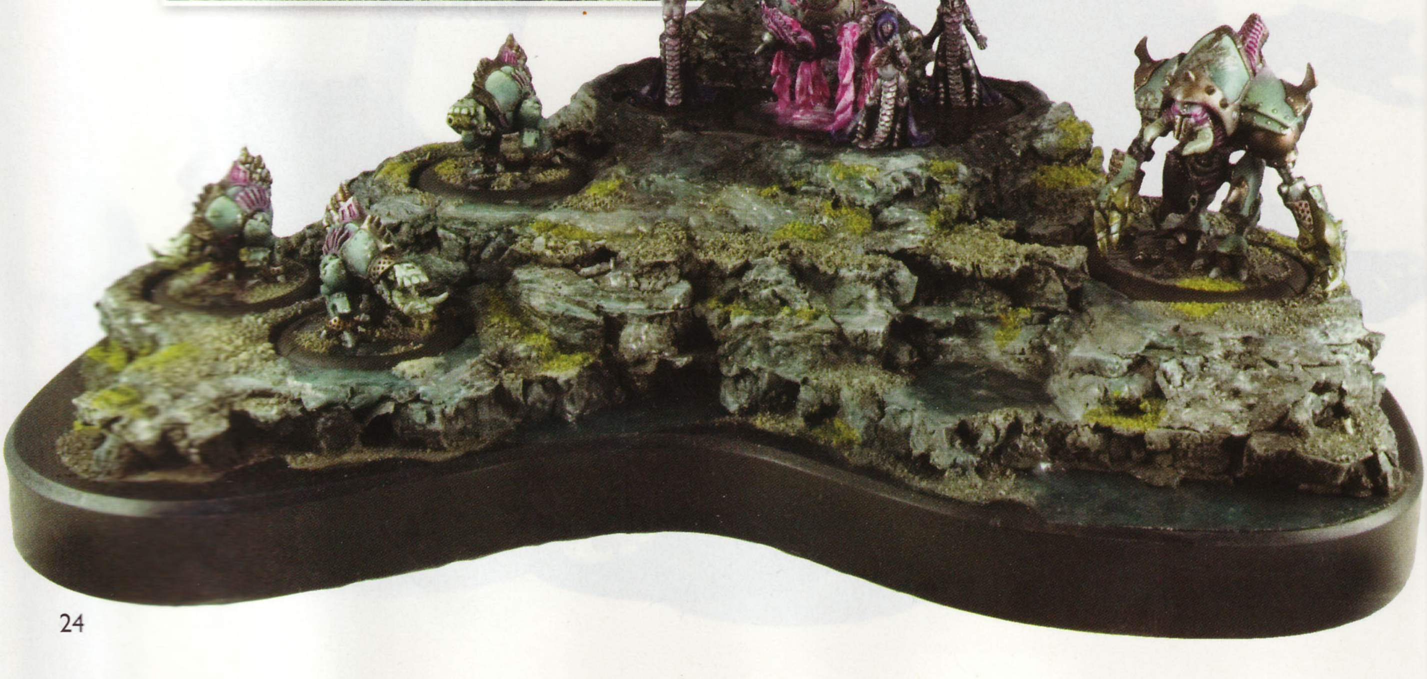
AMY BREHM

Battlegroup (Bronze)

I started playing tabletop games and found that I love painting the miniatures so much that I stopped playing because I never had time to paint a whole army. But now am starting to play again, using *this* battlegroup!

I love Cryx and all the models of that army. A friend of mine in France, Nicholas Flornel, helped me to decide on an army that was fun to play and also very pretty, and also showed me several new painting techniques (on other models, of course). I actually painted this entry mostly in the evenings in youth hostels while I was traveling in Europe on a bicycle. I'm very attached to this army and have always thought I would spend as long as it took for me to finish it. I have some other projects at the moment, as well as a few commissions.

P3 PAINTING CONTEST
BRONZE



BATTLEGROUP/HORDE

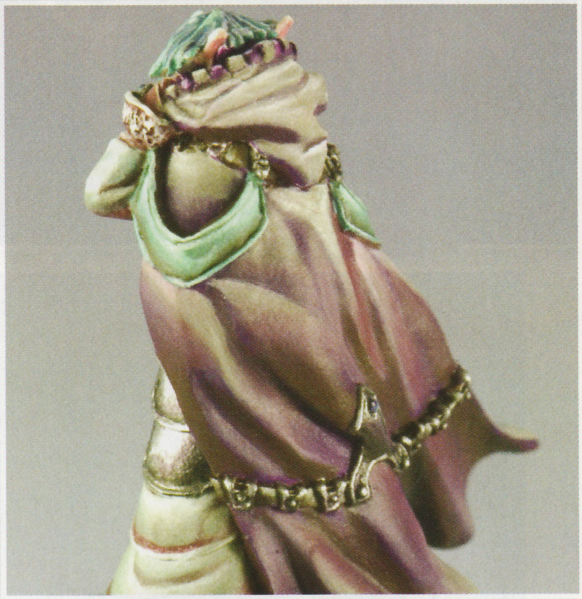
FRANK ROBERTS III
Rhulic Battlegroup

KRIS JOHNSON
Cygnar
Battlegroup

P3 PAINTING CONTEST
HONORABLE

DAVID BOWEN
Circle Battlegroup

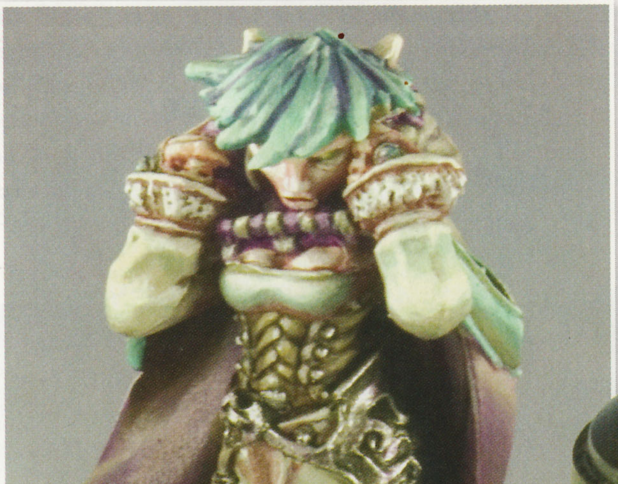
WARRIOR

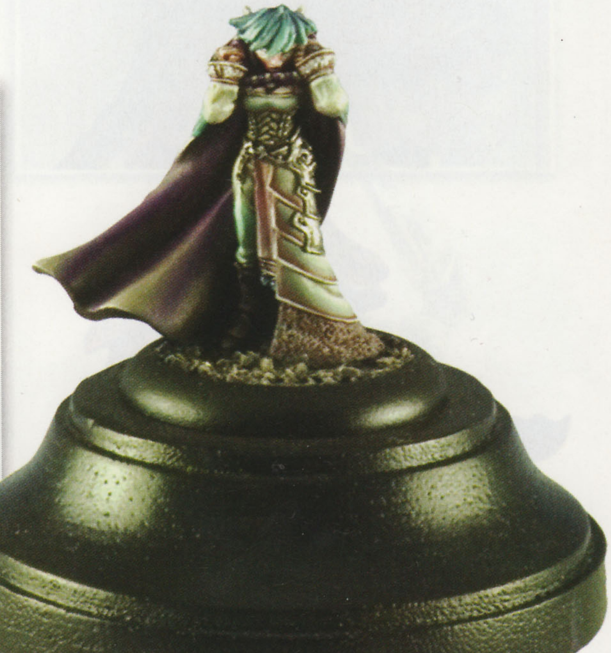


MATHIEU FONTAINE

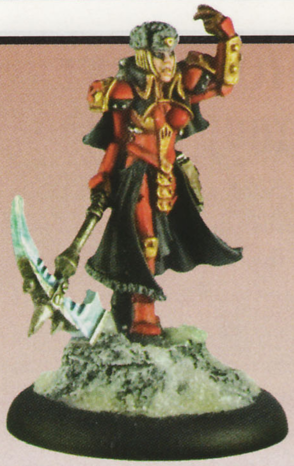
Warrior (Bronze)

It took me a while to find the mini for this category. I was never pleased entirely with my selections until I found this wonderful sculpt from Werner Klocke. I had just painted a vampire in the same color tone as the cape. I wanted to recreate the same color and play with it a little bit more. The turquoise ended up being totally wrong, however, and I should have played more along the less vivid colors of the rest of the minis. Well, we learn from our mistakes.

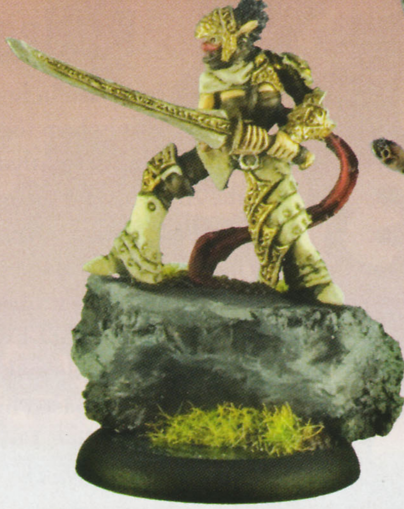




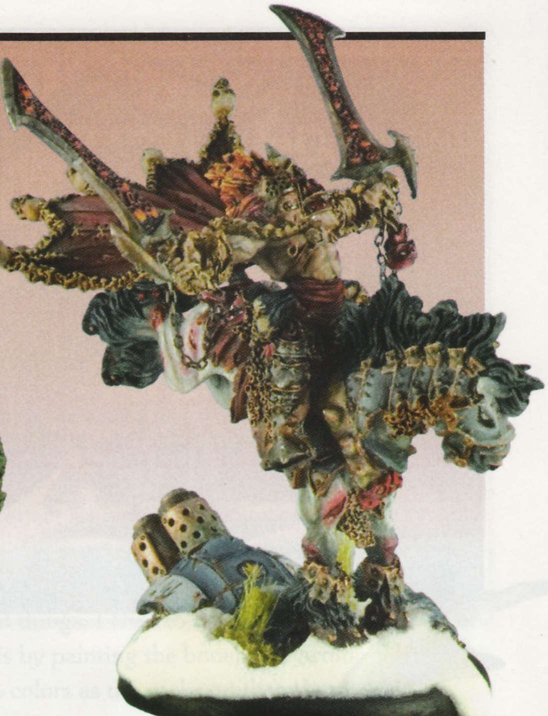
WARRIOR



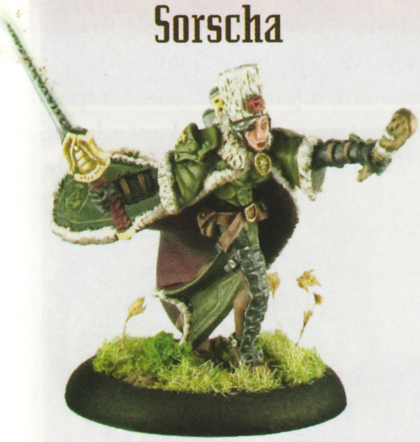
ANDY WELTON
Sorscha



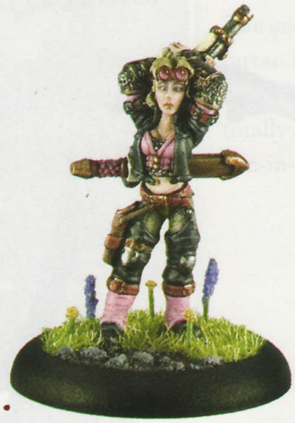
SAM STEWART
Rhyas



BENJAMIN BATTISTE
Fenris

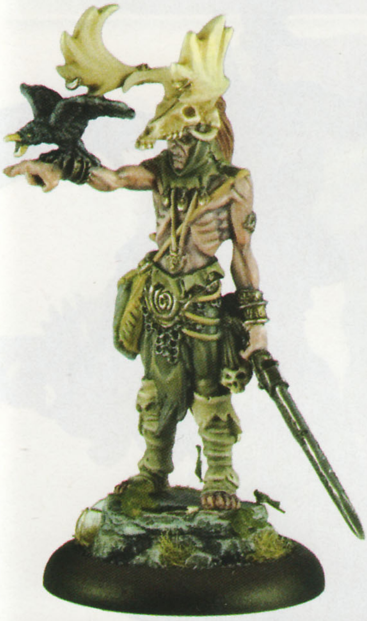


JOE WIEDEMAN
Zerkova

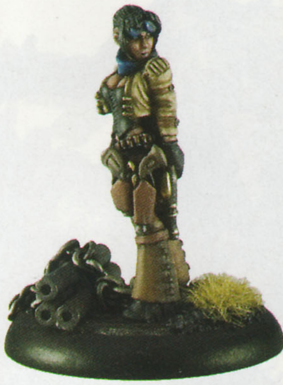


JEREMIAH GARDNER
Sam MacHorne

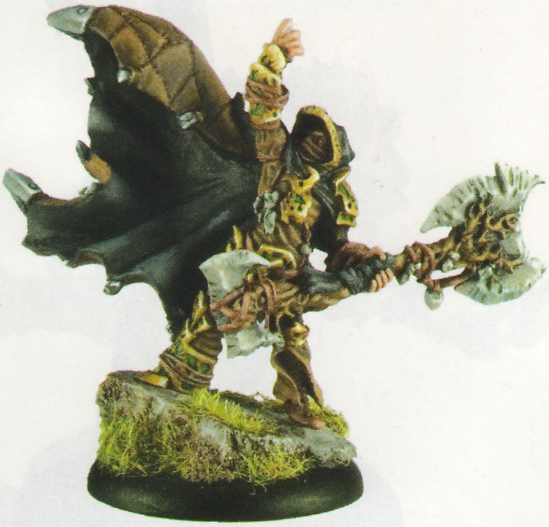
P3 PAINTING CONTEST
HONORABLE



TODD ARRINGTON
Lord of the Feast



TIMOTHY FLANDERS
Laelese Pistolier



TODD DUNN
Blackclad Wayfarer

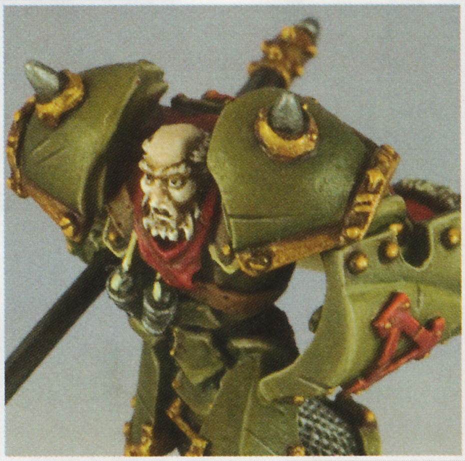
UNIT

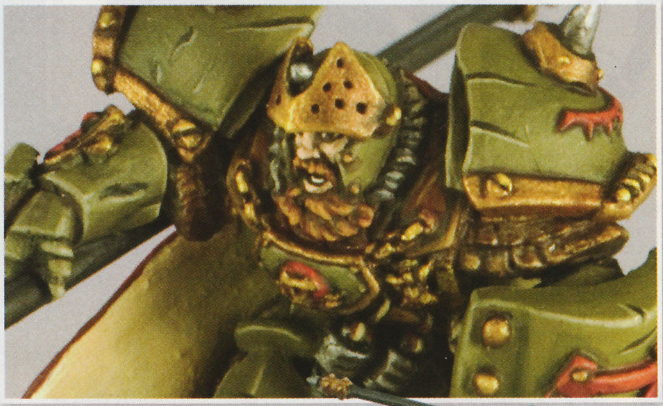
TOM SCHADLE

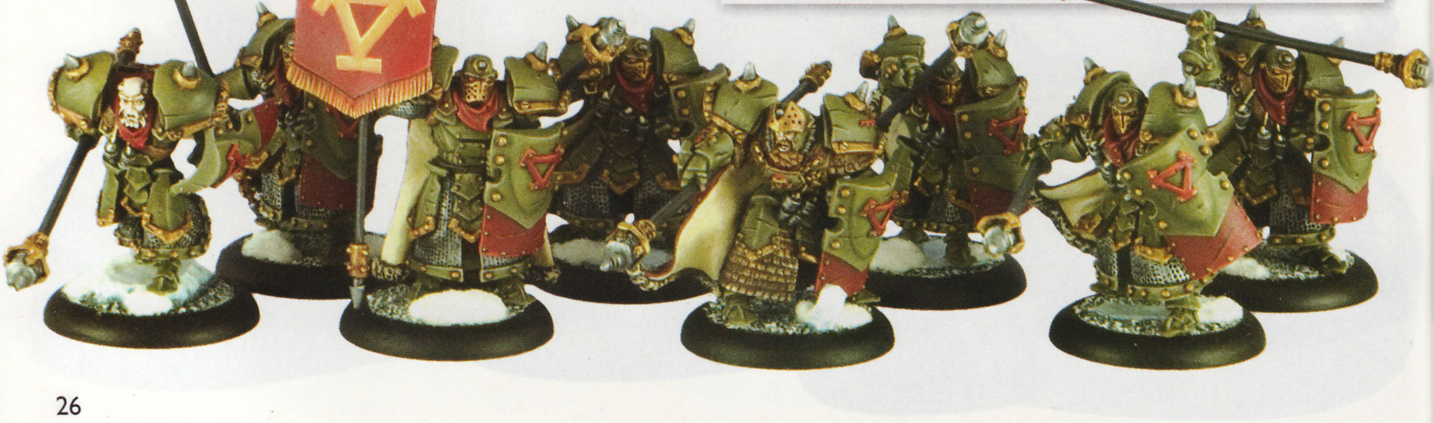
Unit (Gold)

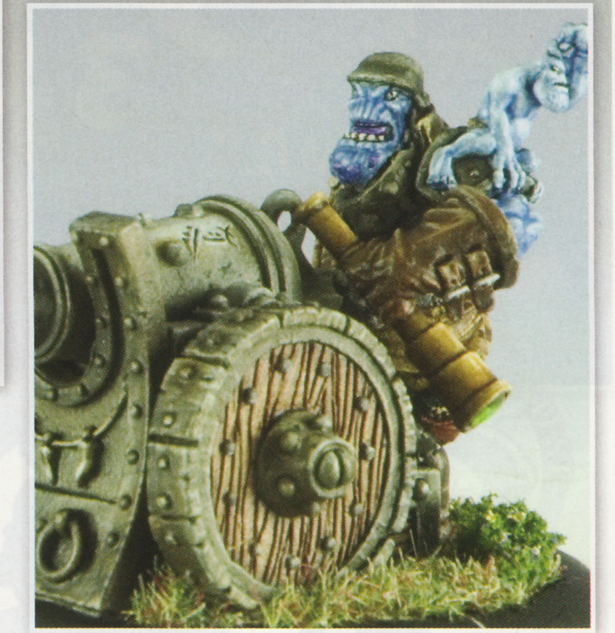
I had my very first game of WARMACHINE only one year ago—at Gen Con in fact. It was the absolute most fun I've ever had playing a miniature game. Ever. At that point, I had a grand total of one warjack painted, and given the Soviet-ness of the Khador "look," I chose a nifty military Russian Green scheme. Little did I know there was this whole "5th Border Legion" thing. So in the past year, I've been building up my (fully painted) Khador army bit-by-bit, keeping on with that military green color scheme. The Iron Fangs were a "must have" unit for me, not only for their battlefield prowess, but also because the models are gorgeous. Unfortunately for the Pikemen, they were eaten by Trollbloods the night before the Grandmaster contest!

The new banner for the Standard Bearer came out of necessity—a happy accident, I suppose. While trying to pin the thing together, I pretty much ruined the banner piece by being too zealous with my power drill, so I had the opportunity to rebuild it bigger and stronger. I tried to keep the original look of the banner, just made it a bit larger.







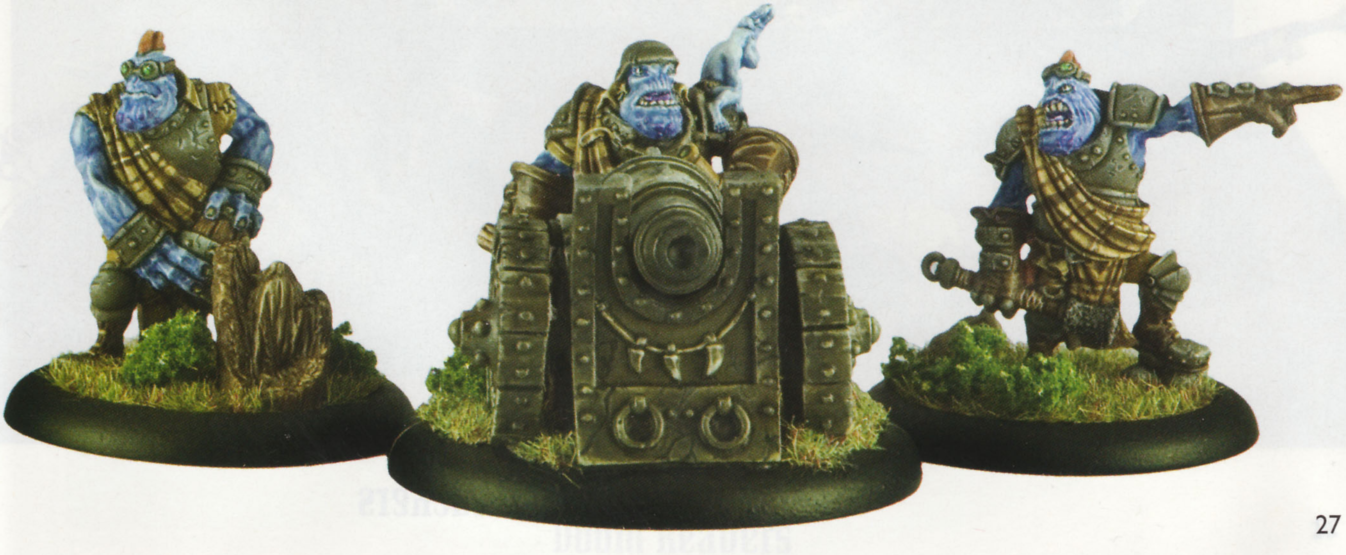


JASON NICHOLS

Unit (Silver)

The Thumper Crew was painted after reading the No Quarter article on painting damage and aging a model (NQ #15). I've found the No Quarter magazines to be one of the best sources of painting tutorials available (Privateer Press can mail a check to…). I honestly have learned a lot studying the painters of Privateer Press, and my Thumper Crew offered a great opportunity to push my NMM (Non-Metallic Metal) skills, as well as painting damage and aging armor. There's a lot of skin in a Trollblood army, and the character of the army, inspired by the artwork and literature portraying them, means that the few pieces of armor that is to be found, should be a far cry from the pristine look of the Protectorate of Menoth.

P3 PAINTING CONTEST
SILVER



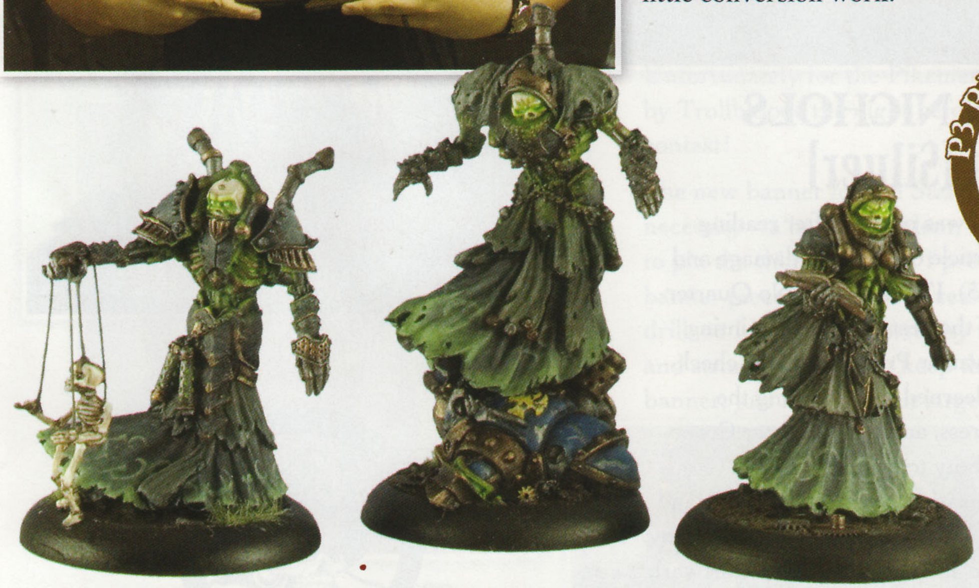
UNIT

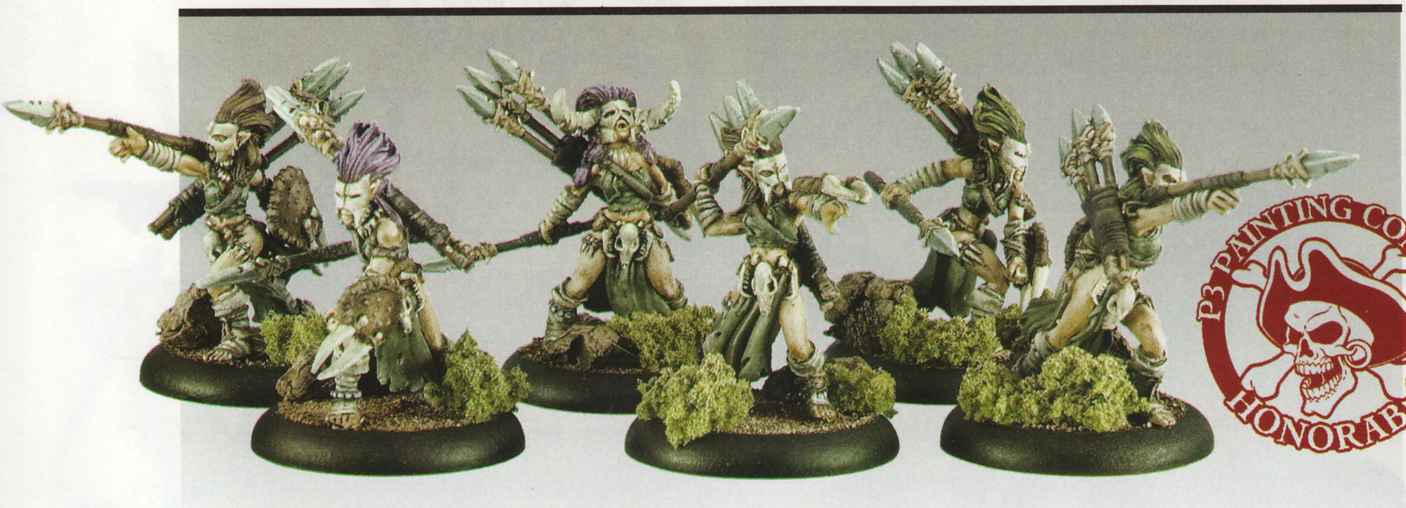
ADAM HUENECKE

Unit [Bronze]

I picked this whole unit based on the marionette—the other models were really secondary in my opinion. With the inclusion of the 'jack on Maelovus' base, I tried to introduce something for each model that represented their in-game abilities (i.e.: Puppet Strings, Dark Industries, etc.) I never did come up with anything to represent Nullify Magic, however. I scattered some old watch parts on their bases to represent warjack wreckage, but otherwise did little conversion work.

P3 PAINTING CONTEST
BRONZE

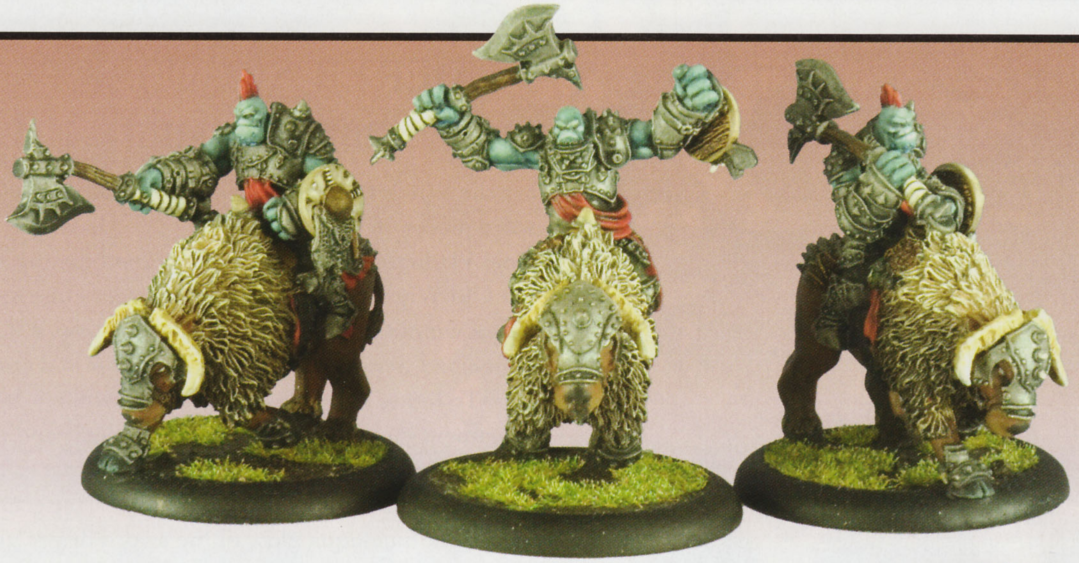




P3 PAINTING CONTEST
HONORABLE

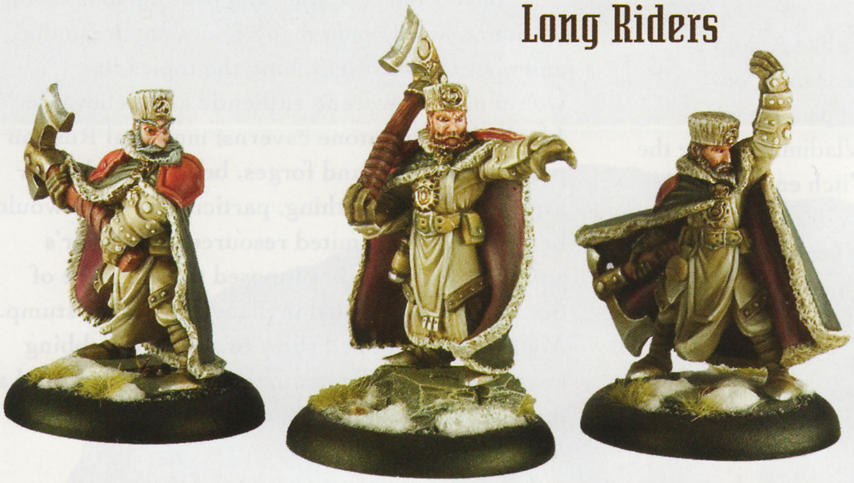
DAVID PATTEN
Tharn Bloodtrackers

UNIT

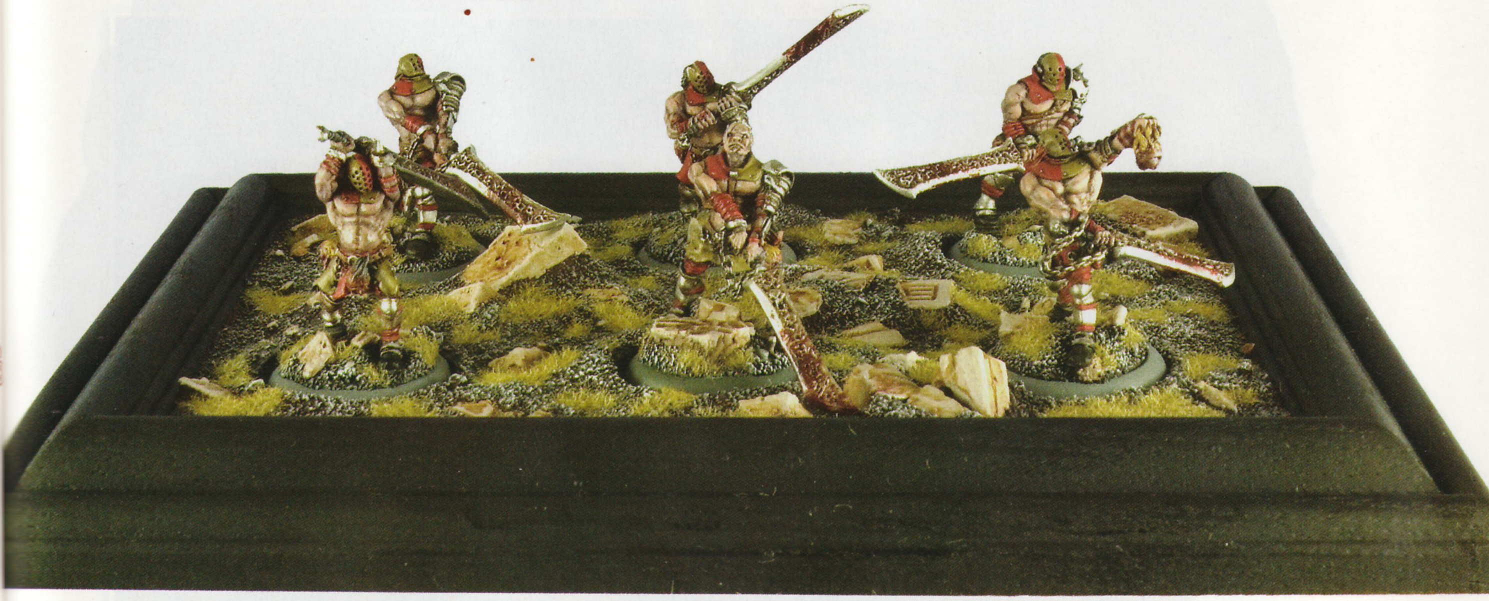


JOSE A. VELEZ
Long Riders

P3 PAINTING CONTEST
HONORABLE



TODD ARRINGTON
Greylord Ternion



JOHN SHAFFER
Doom Reavers

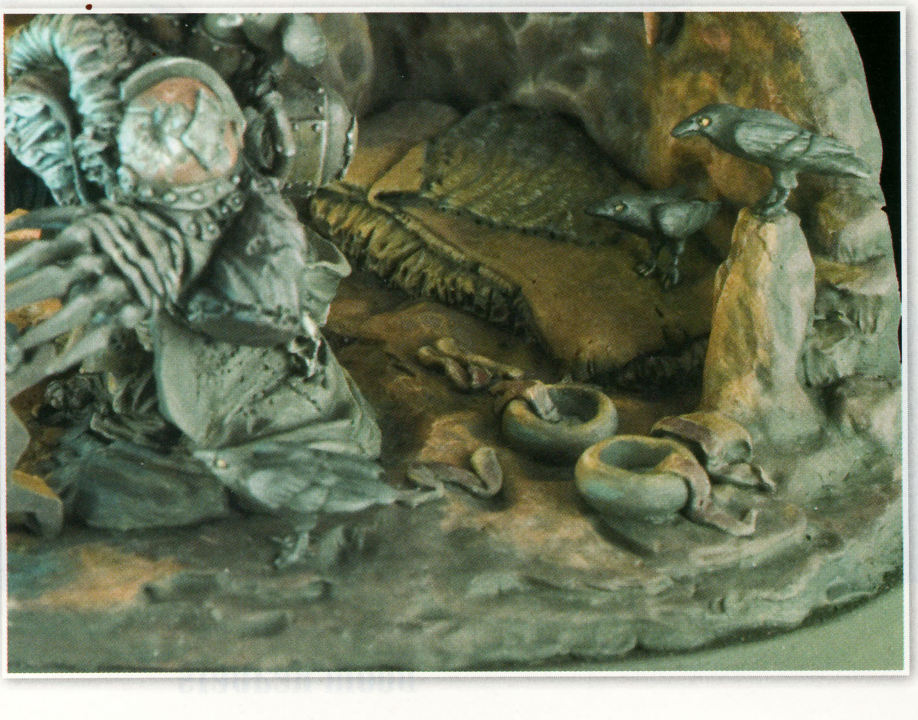
DIORAMA

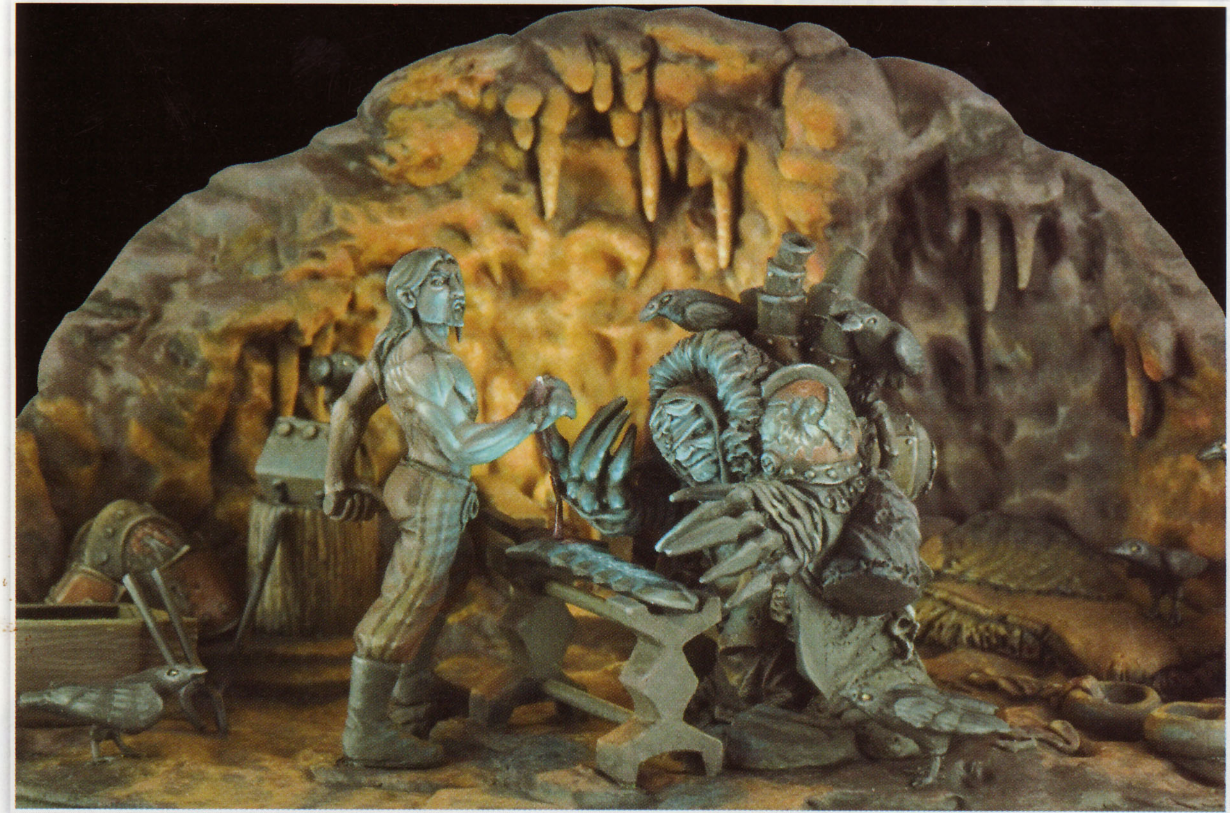
DEREK SCHUBERT

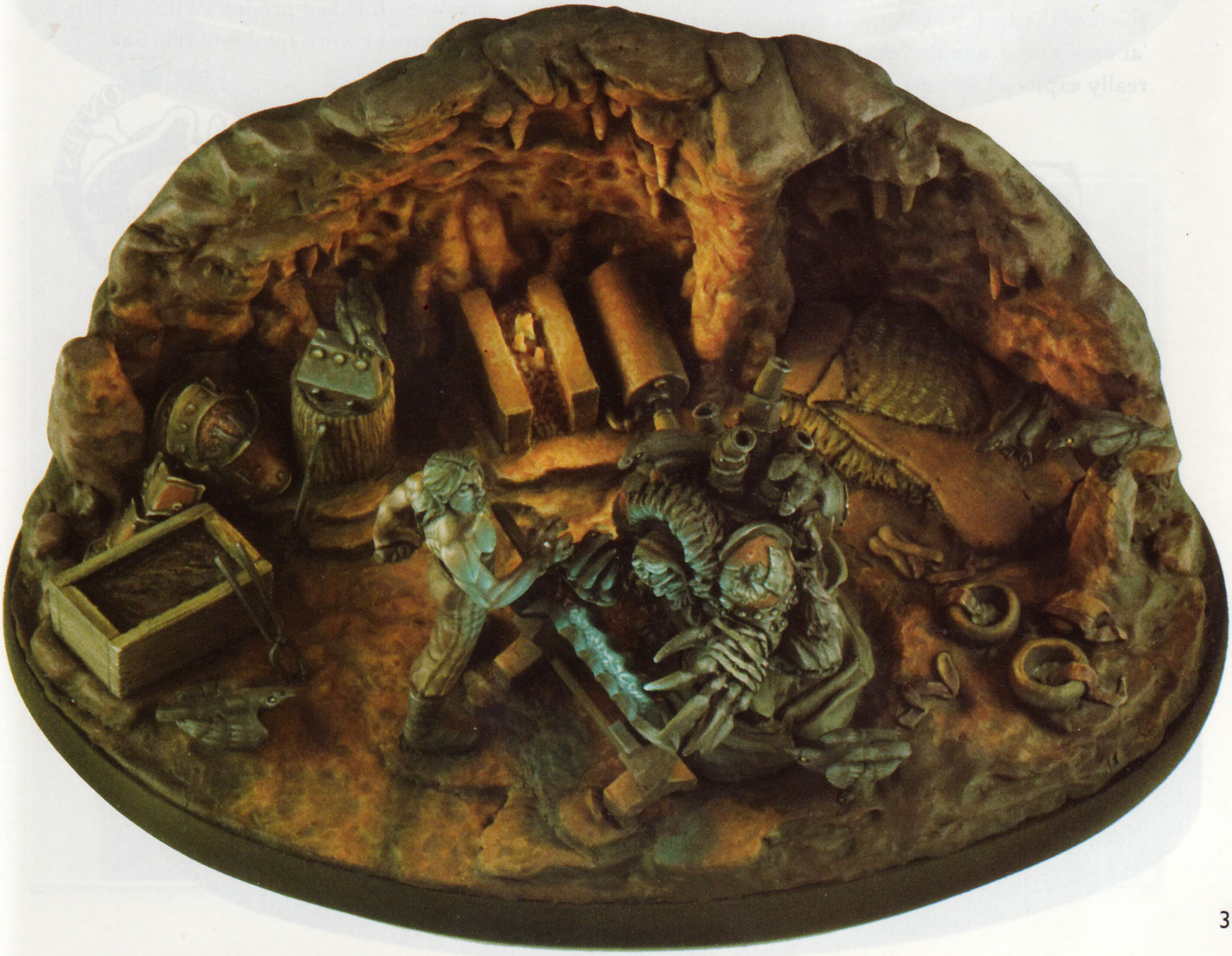
Diorama (Gold)

I'm a Russophile, so I especially like Khador. I wanted to create a scene based firmly on WARMACHINE canon, and one passage in Apotheosis called to me: Prince Vladimir forging the sword Dominion, and the Old Witch enchanting it. I envisioned a compact scene with dramatic lighting effects and lots of details. Having sculpted a few dozen figures by then and becoming quite ambitious with my bases and dioramas, I felt I was up to the challenge of scratch-sculpting an unarmored Vladimir, several crows, the cavern, and all the stuff mentioned in the story. The only stock pieces are the Witch (minus her staff), Dominion, and some pieces of Vlad's armor (chopped from the Epic Vladimir figure). I was concerned that using the Old Witch would count against me, since last year's winning diorama was Jennifer Haley's "Old Witch and Scrapjack", but I guess it worked out fine. To figure out the colors, I observed how my apartment looked by candlelight one night and then exercised some artistic license. As a contrast to the warm browns and oranges of the rest of the scene, the bright blue-aqua glow of the sword draws your attention to the two figures in the foreground.

The conversion, sculpting, and painting took 80 to 90 hours, and I spent many hours daydreaming and many more researching the topics that would make the scene authentic and believable. I looked up limestone caverns; medieval Russian peasant clothing; and forges, bellows, and other aspects of blacksmithing, particularly what would be possible with limited resources. Vladimir's anvil, for example, is supposed to be a piece of Scrapjack's leg, nailed in place atop a tree stump. My research stopped short of actually stabbing anyone through the hand, but I hope I captured a mixture of wonder, pain, and stoic endurance on Vladimir's face.



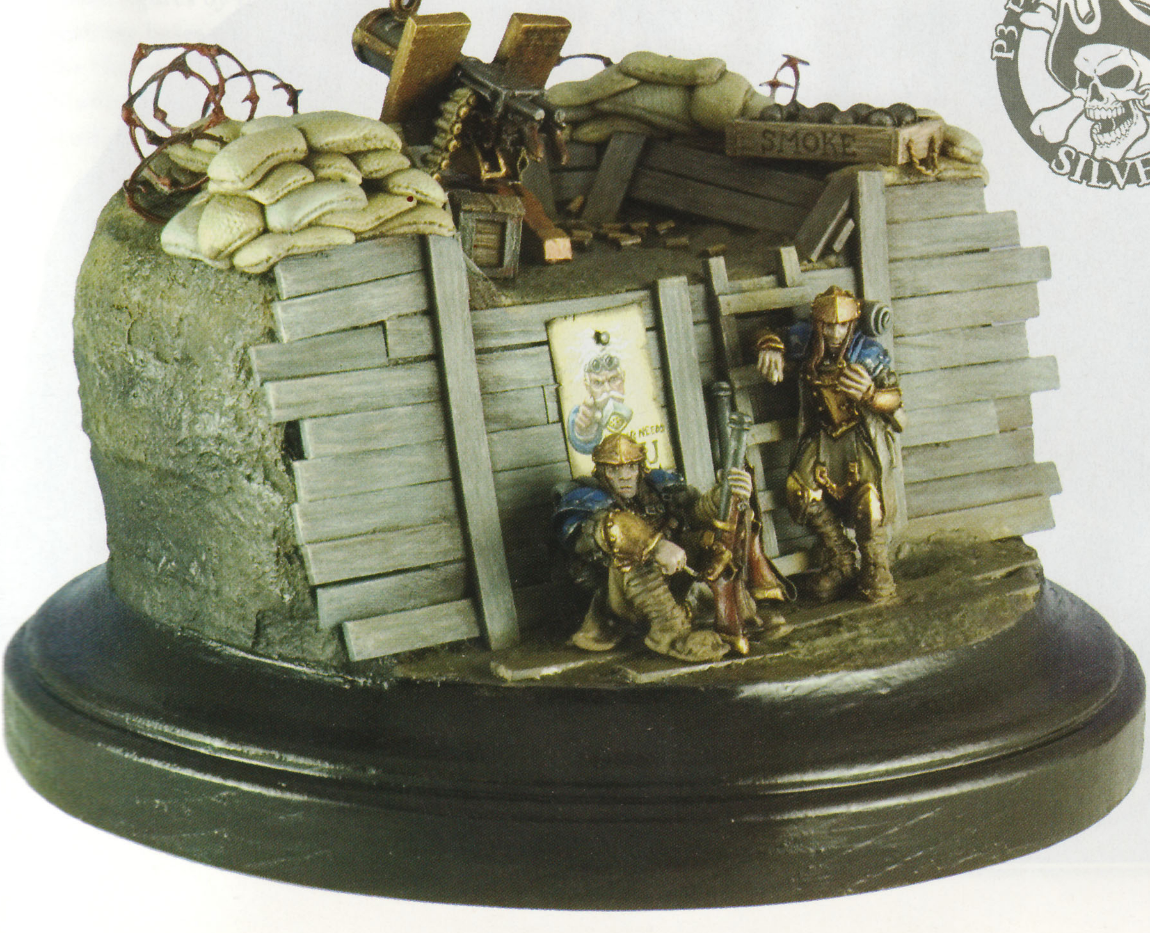


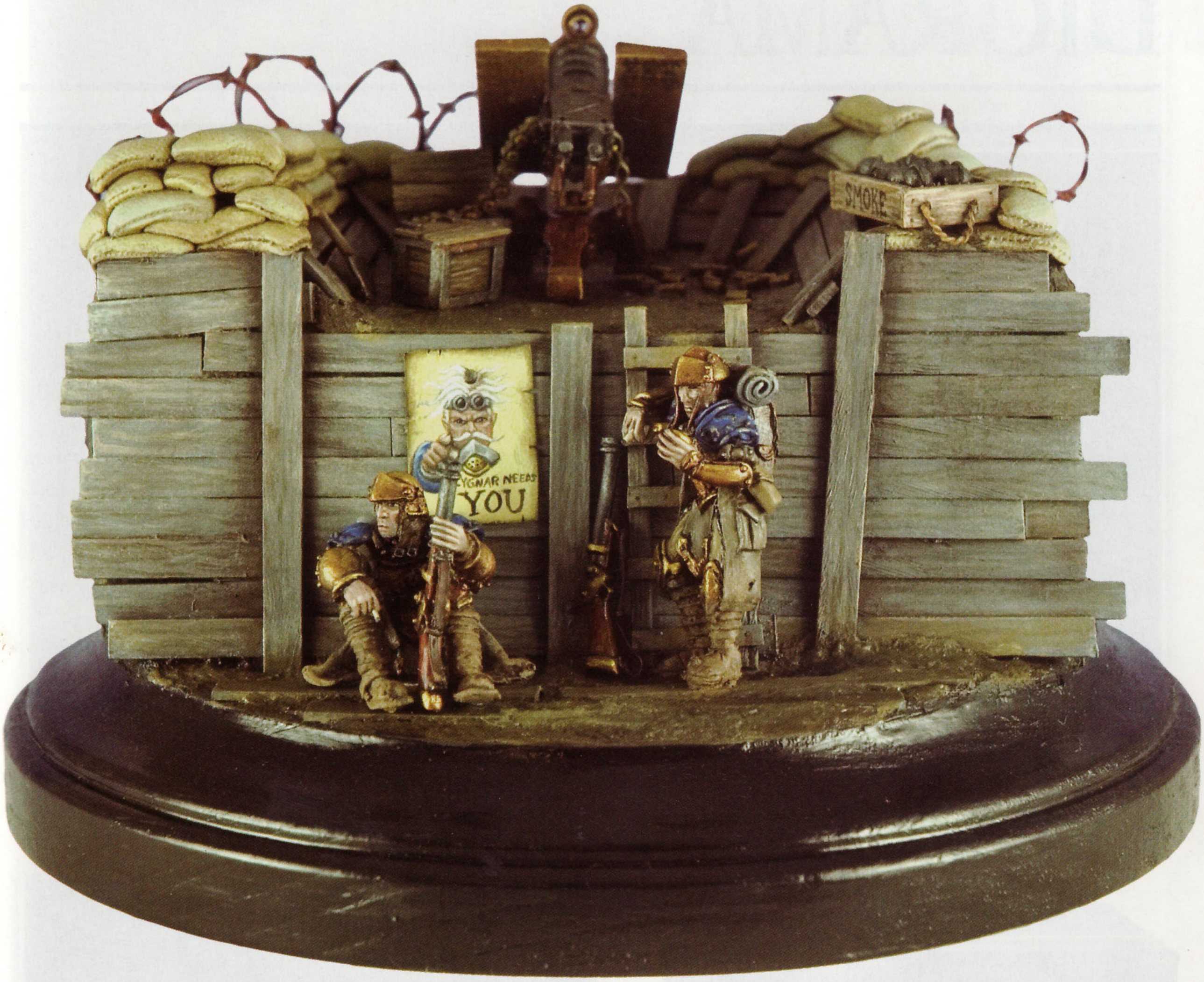


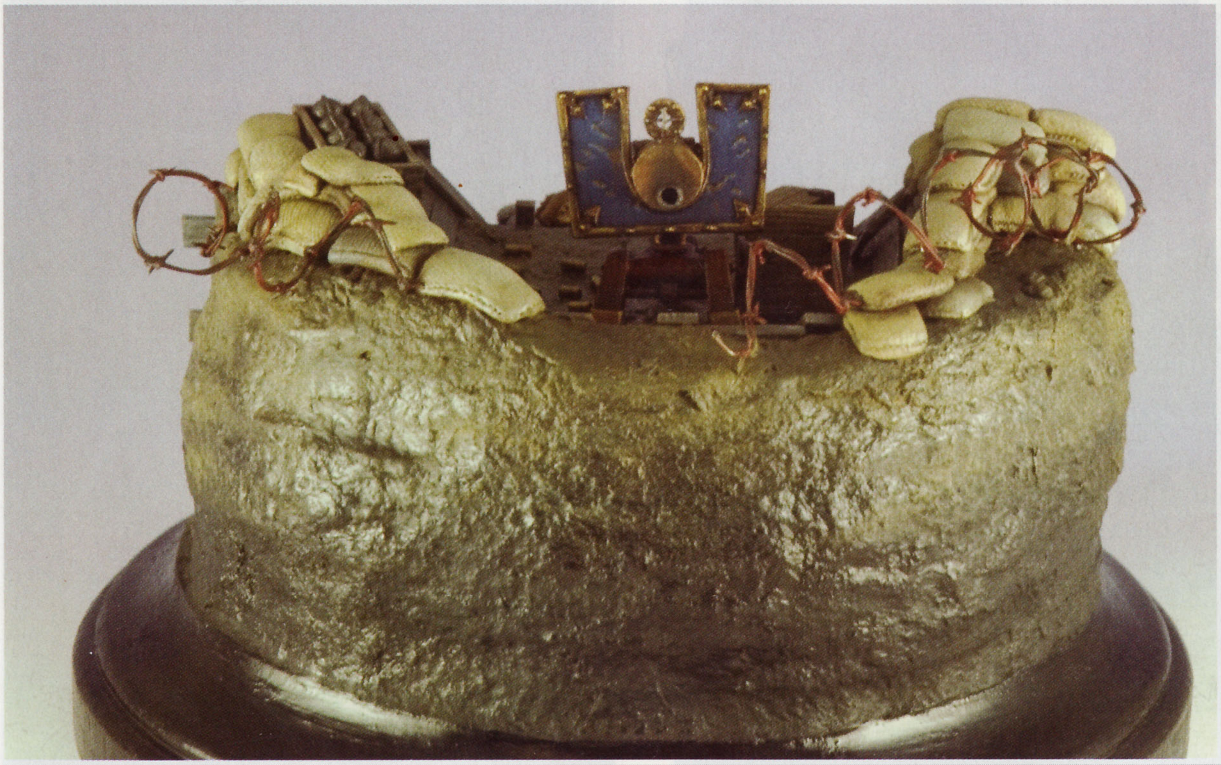
ADAM HUENECKE
Diorama (Silver)

All Quiet on the Northern Front" exposes my military modeling roots. I wanted to create a scene that emulated the style of traditional military dioramas, while keeping true to the spirit of the Iron Kingdoms. I went for a more 'at ease' scene, simply because I felt nobody had really explored that aspect of warfare in the Iron Kingdoms thoroughly. I had a lot of fun scratch building the little things like the ammo crates and spent brass, since you don't get to see that kind of stuff too often. The standing Trencher is a ground-up sculpt, while the sitting one is converted from the Chaingun Crew Gunner. All the crates and wood parts are Plastruct sheet styrene, and the barbed wire is scratch built from thin gauge jeweler's wire (as my bloody fingers could attest, it is functional...).

I had to pop my feat on this one, as the entire thing was done in the last two weeks before GenCon. With about one week of sculpting and scratch building and another week for painting, I finished it the night before I left for Indianapolis. To be honest, I ended up cutting some corners to get it finished in time, but I am happy with the finished product. I'll say I put about 30 hours of work total into this one.




SMOKE
YGNAR NEEDS
YOU



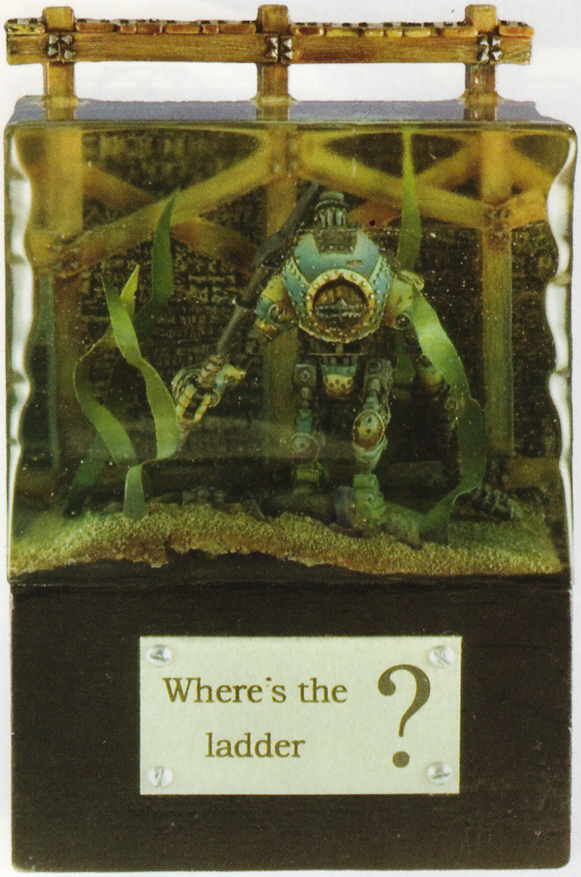
DIORAMA

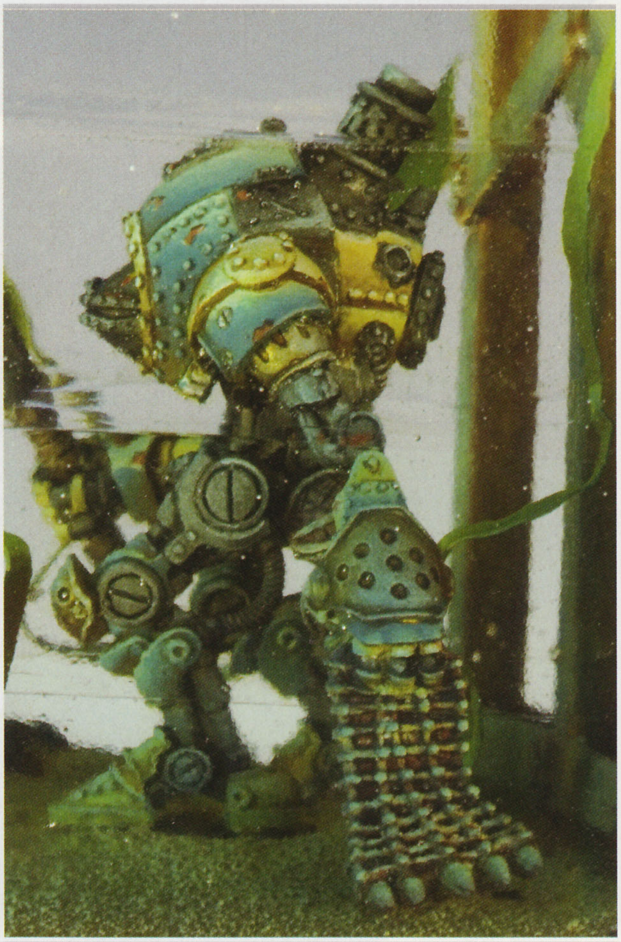
MATHIEU FONTAINE

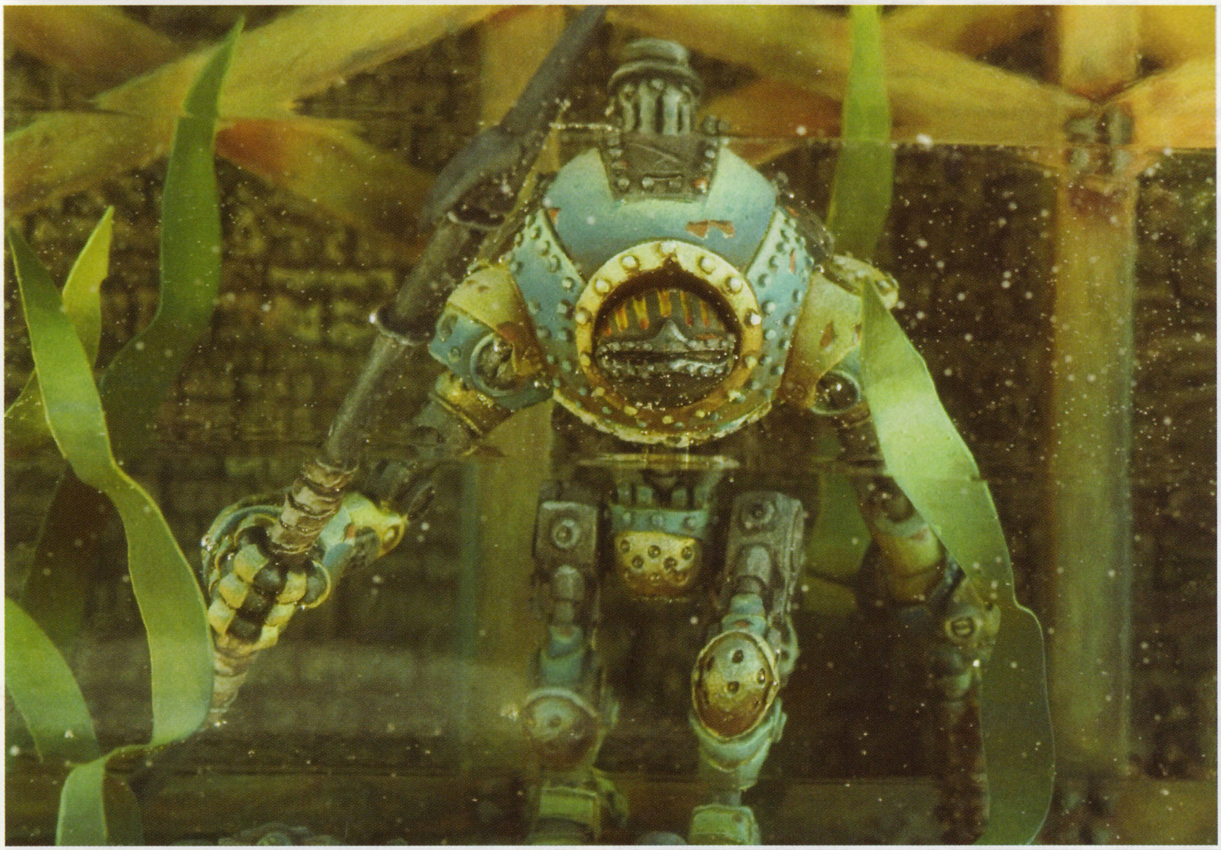
Diorama (Bronze)

This was a last minute project and using clear cast resin at the last minute is never a good idea...but the concept was cool and I had to do it! Casting resin is a tricky thing. It is quite technical and resin tends to be difficult—one slight error and it goes berserk. The scene was rapidly built using styrene sheets for the dock. I grabbed a pirate canon from the local gaming store to accentuate the base. A few round pewter balls to do the cannon balls and we were set. The seaweed, as on the Freebooter, were done by cutting in shape lead sheet. They are pretty hard to find. Some hobby shop still carry some, so if you see one or two grab them.

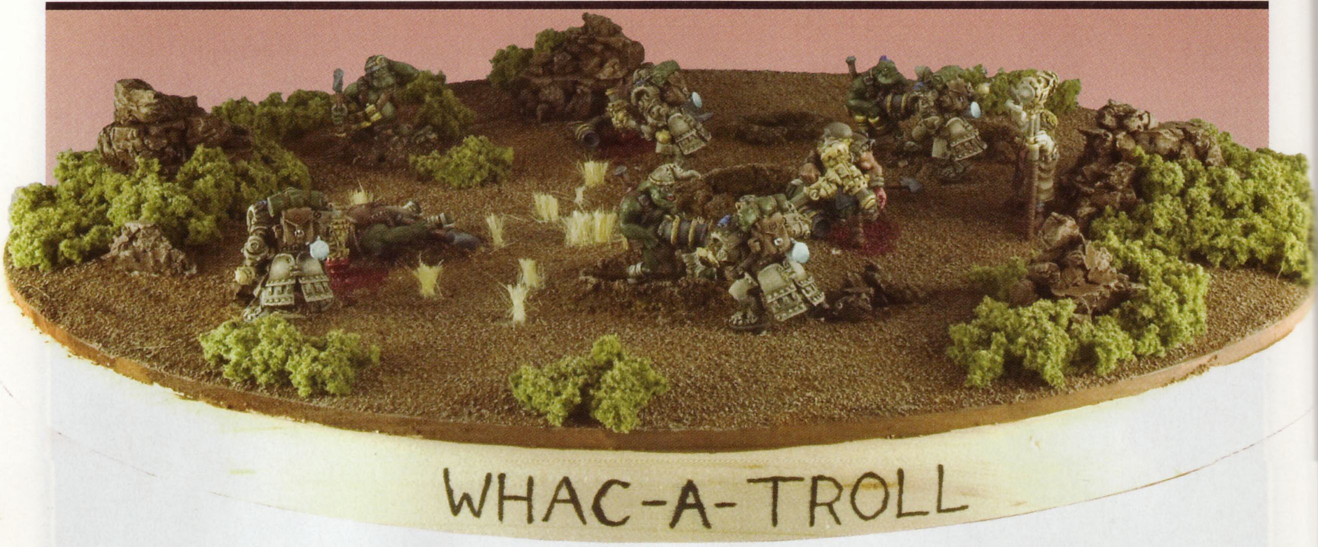
The resin was poured into a mold built out of styrene sheets. From that point everything that *could* go wrong without ruining the diorama *went* wrong. However, I'm quite happy with the results although it was hell to finalize the project.







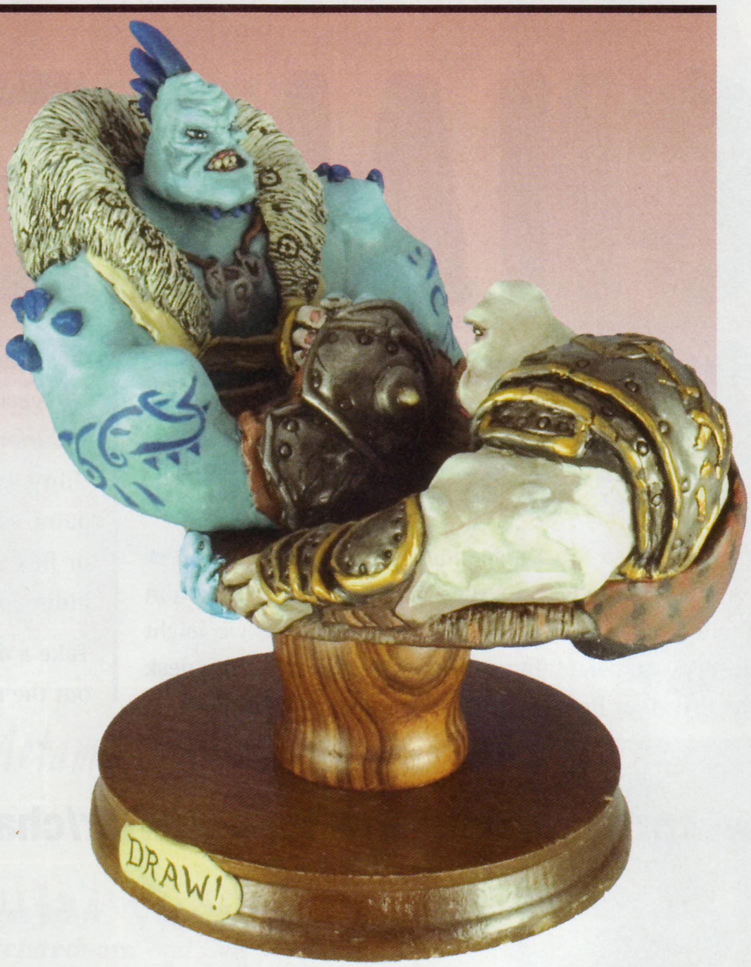
DIORAMA – HONORABLE MENTION

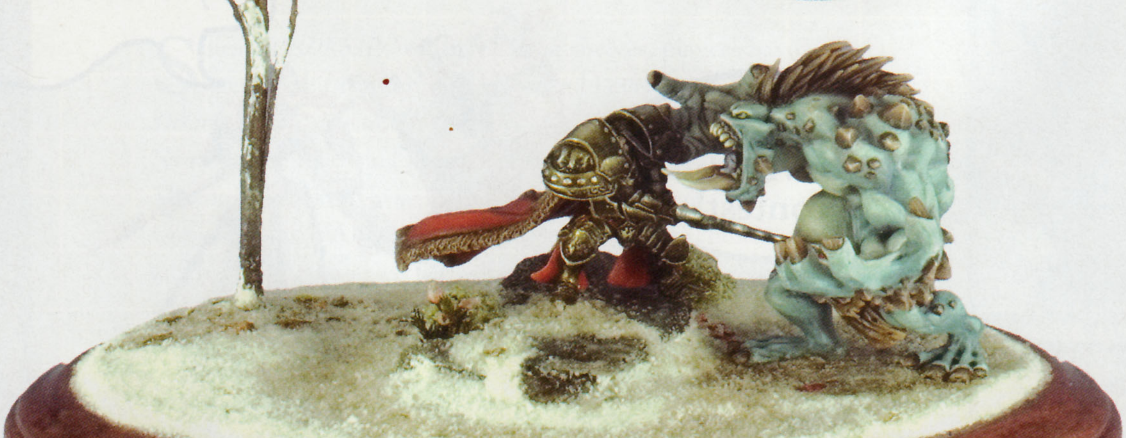

WHAC-A-TROLL

DAVID PATTEN
Whac-A-Troll

DIORAMA – HONORABLE MENTION

MICHAEL STUBBS
"Draw!"





SONYA TAULIA
Vlad vs. Mauler

Hiding in Plain Sight
CHALLENGE

The muted tones of the wilds...
The stealth of quiet warrior...
Camouflage as a paint scheme!

You could win a $50 US spending spree at the Privateer Press Store (store.privateerpress.com) and the adoration of thousands as we publish your model! Heck, we might even throw in something cool that we found on the desk of the Privateer Press studio.

If there's one thing for certain about the various factions of the Iron Kingdoms, it's that they love their colors bold, brash, and shiny. See if you can tone it down a notch and paint your miniature in a cool camouflage scheme or flex your conversion skills and show the model hiding or otherwise slinking about.

Take a digital photo of your creation. Then, check out the rules and submission guidelines at:

www.privateerpress.com/noquarter/challenge

Entries due by 1/1/09

La la la!
I can't see YOU!
So you can't see me!
How NOT to win this contest!

See the Winner of the Knock on Wood Challenge from No Quarter #19 on page 95!

THE COMING CHANGE

A HORDES: Metamorphosis Preview

By the **Privateer Press Staff** · Art by **Matt Dixon, Emrah Elmasli, Karl Richardson,** and **Eva Widermann**

Since *HORDES: Primal* first hit the shelves, players have wondered if Minion warlocks would ever exist. In *Metamorphosis*, due out in the Spring of '09, the answer is: "yes!" In the following pages, we unveil two of the book's four Minion warlocks. These models are different from Mercenary warcasters in WARMACHINE, since they are technically solos and are not counted as warlocks when determining a battle encounter level and horde field allowance. Each of these solos has most of the same abilities as a warlock, but only applicable to a specific unique warbeast.

As the second-to-last preview before the release of *HORDES: Metamorphosis*, we're showcasing the Trollblood Stone Scribe Elder unit attachment, the Circle Orboros War Wolf solo, the Skorne Extoller Soulward solo, and the Legion of Everblight Strider Deathstalker solo. Each of these models brings new power and versatility to their respective hordes.

Dahlia Hallyr & Skarath

MINION MERCENARY CHARACTER SOLO (LESSER WARLOCK) & MINION MERCENARY UNIQUE HEAVY WARBEAST

> *There is a melody underlying every force, thought, and action. By playing the proper notes one can change the world.*
>
> —Dahlia Hallyr

HALLYR					CMD 8
SPD	STR	MAT	RAT	DEF	ARM
6	4	5	4	16	11

FURY	4
DAMAGE	8
FIELD ALLOWANCE	C
VICTORY POINTS	1
DAHLIA HALLYR AND SKARATH	107
BASE SIZE	SMALL

Mercenary

Dahlia Hallyr & Skarath will work for the Retribution.

Minion

Dahlia Hallyr & Skarath will work for the Circle and Trollbloods.

Hallyr

Charmer - When a friendly warbeast frenzies in Hallyr's control area, it may forfeit its activation.

Fearless - Hallyr never flees.

Lesser Warlock - Hallyr is not a warlock, although she has the following abilities: Damage Transference, Forcing, Healing, Fury Manipulation, and Spell Caster. Hallyr can cast Skarath's animus as a spell. Hallyr's model type is solo, not warlock. Hallyr's abilities that refer to 'friendly faction warbeasts' only work with Skarath. Other warlocks cannot use the listed warlock abilities with Skarath.

Tactical Tip

Lesser Warlock – Dahlia Hallyr's model type is solo, not warlock.

SPELL	COST	RNG	AOE	POW	UP	OFF
ENTRANCING RHYTHM	2	10	-	-		X
HAUNTING MELODY	2	SELF	CTRL	-	X	

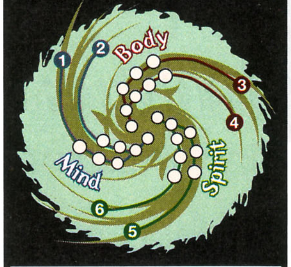
Entrancing Rhythm: Target enemy warbeast suffers Torpor. Torpor is a continuous effect that reduces the warbeast's SPD to 1 and DEF to 7. Torpor expires in the model's controller's Maintenance Phase on a d6 roll of 1 or 2.

Haunting Melody: While in Dahlia Hallyr's control area, enemy models cannot give or receive orders and suffer -2 CMD.

SKARATH					CMD 6
SPD	STR	MAT	RAT	DEF	ARM
6	10	6	5	14	16

HD	ACID SPRAY			
	RNG	ROF	AOE	POW
	SP	1	—	13

HD	JAW		
	SPECIAL	POW	P+S
	Multi	6	16



FURY	4
THRESHOLD	10
FIELD ALLOWANCE	C
VICTORY POINTS	3
POINT COST	0
BASE SIZE	LARGE

Skarath

Bounding Leap - After advancing but before performing an action, Skarath may be forced to move up to an additional 5". During this movement, Skarath may move through other models if it has enough movement to move completely past their bases. During this movement Skarath cannot be targeted by free strikes and ignores rough terrain, obstacles, and other movement penalties and effects. Any effects that prevent charging or slamming also prevent Skarath from using Bounding Leap. Skarath may use Bounding Leap once per activation.

Serpentine - Skarath cannot make slam or trample power attacks.

Warbeast Bond - Skarath is bonded to Hallyr. While in Hallyr's control area, Skarath gains +2 THR. When Skarath frenzies while in Hallyr's control range, her controller selects the model Skarath will attack.

Acid Spray

Corrosion - A model hit by the Acid Spray suffers Corrosion. Corrosion is a continuous effect that slowly erodes its target. Corrosion does one damage point each turn to the affected model during its controller's Maintenance Phase until it expires on a d6 roll of 1 or 2.

Jaw

Critical Consume - On a critical hit, small-based non-warlock/warcaster model hit is removed from play.

Paralytic Venom - A living model damaged by a Jaw attack must forfeit its movement during its next activation.

Reach - 2" melee range.

ANIMUS	Cost	RNG	AOE	POW	UP	OFF
SERPENT STRIKE	2	6	-	-		

When target friendly model is missed by an enemy melee attack, it may immediately make a melee attack targeting the attacking model if it is within the affected model's melee range. Serpent Strike lasts for one round.

Even among her own elusive people, Dahlia Hallyr is an enigma. Born in Ios, she has been an outsider to her own people for long decades, traveling abroad in western Immoren and refusing to settle permanently in any one place. She is a nomadic wanderer whose blood flows with the power of sorcery. She manifests this magical potential through a singularly striking technique, her unearthly music. By the notes of her flute she entrances those who hear her haunting melodies.

Dahlia has no aversion to violence or warfare, but she does not see herself as a warrior. Instead she relies on others to deflect the many dangers of western Immoren. She has used her entrancing music to gather guardians to her, and in recent years has become particularly enamored of the tremendous tatzylwurms. In her travels, Dahlia has made her services available to several groups, loaning her power and the killing prowess of her tatzylwurm companion, Skarath, to their battles.

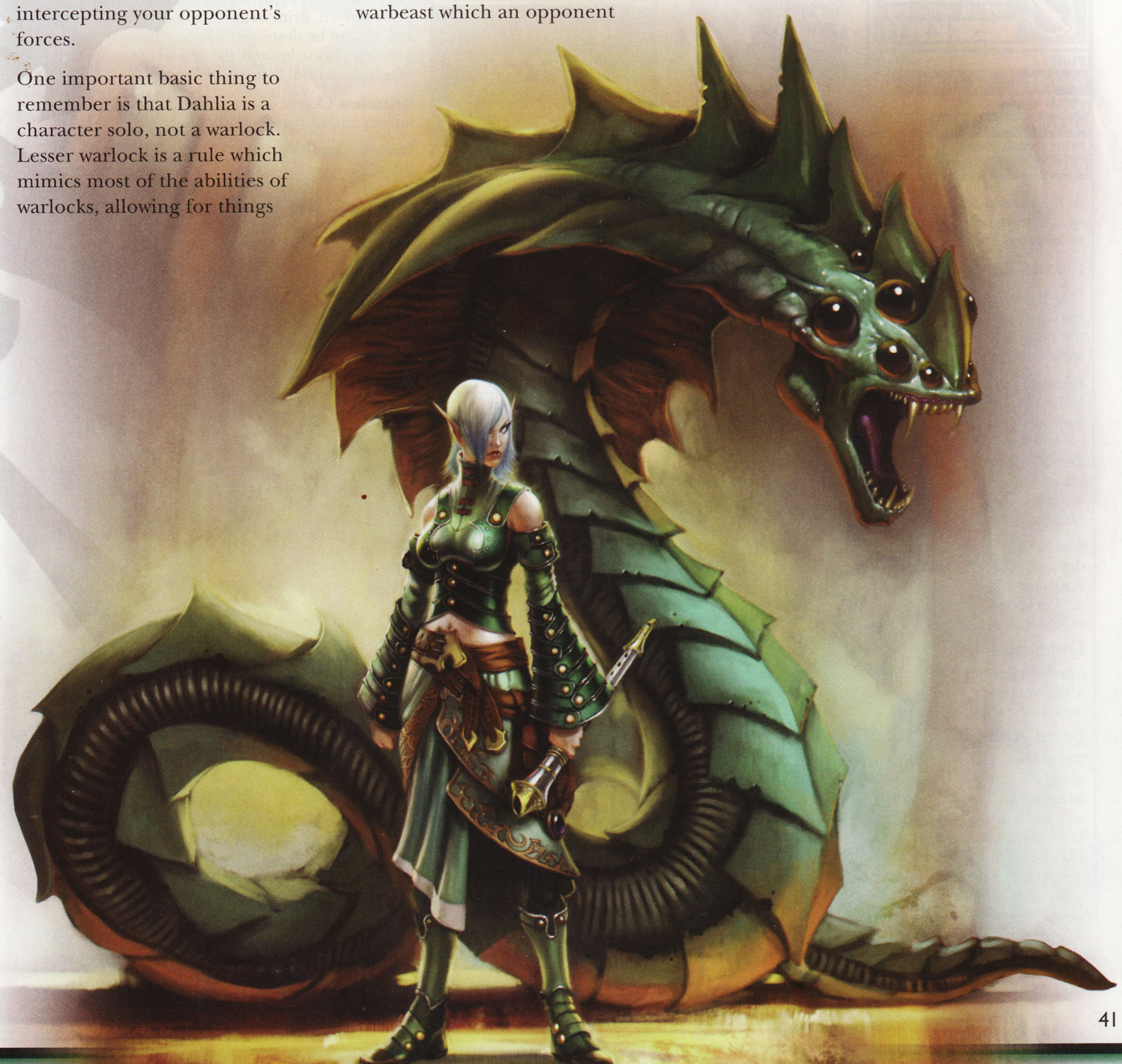
To its victims, Skarath is a serpentine horror and the last sight they see is its alien gape seconds before receiving a spray of corrosive acid, experiencing the excruciating pain of its poisonous bite, or being consumed whole. Skarath is a large pale tatzylwurm, a refined specimen that perfectly embodies the cunning and savagery of his species.

USING DAHLIA HALLYR & SKARATH

There is a learning curve in the mastery of any lesser warlock and the accompanying warbeast, but it is well worth the effort. These models provide a powerful package of self-contained combat goodness. The pair is perfectly suited to flanking the enemy or intercepting your opponent's forces.

One important basic thing to remember is that Dahlia is a character solo, not a warlock. Lesser warlock is a rule which mimics most of the abilities of warlocks, allowing for things like leaching, damage transfer, and spellcasting. Since she has 4 Fury, her control area is 8", meaning she needs to stick close by Skarath to function properly. She is the vulnerable one of the pair, which means protecting her is important. Fortunately she has a high DEF and her Entrancing Rhythm offensive spell can interfere with enemy warbeasts. Don't be afraid to get close enough to use Haunting Melody, on a critical unit as interfering with orders can be a huge hindrance for your opponent.

Once accustomed to protecting Dahlia, you will find Skarath to be a frighteningly effective warbeast which an opponent cannot ignore. He has low ARM for a heavy warbeast but makes up for it with a high SPD and DEF, added movement through Bounding Leap, and several wicked attacks. Skarath's animus is great for a high DEF model such as itself or models like Circle Warpwolves, allowing potential attacks against those who would try to whittle it down. This might discourage models with lower MAT to avoid making the attempt entirely.



Rorsh & Brine

MINION CHARACTER SOLO (LESSER WARLOCK) & MINION UNIQUE HEAVY WARBEAST

War is the cheapest way to feed him.

—Rorsh

RORSH CMD 8

SPD	STR	MAT	RAT	DEF	ARM
5	7	7	5	13	15

DYNAMITE

RNG	ROF	AOE	POW
6	1	4	12

LEVER ACTION PIG IRON

RNG	ROF	AOE	POW
10	1	—	12

CLEAVER

SPECIAL	POW	P+S
—	4	11

FURY	3
DAMAGE	8
FIELD ALLOWANCE	C
VICTORY POINTS	1
RORSH AND BRINE	100
BASE SIZE	SMALL

Minion

Rorsh & Brine will work for the Legion of Everblight, Skorne, and Trollbloods.

Rorsh

Diversionary Tactic (★Action) - Center a 4" AOE on Rorsh. Models in the AOE other than Rorsh and Brine suffer a POW 6 blast damage roll. After Diversionary Tactic damage rolls have been resolved, Rorsh may move up to his current SPD in inches. If Brine was also in the AOE, it can move up to its current SPD in inches as well. During this movement, Rorsh and Brine cannot be targeted by free strikes.

Fearless - Rorsh never flees.

Hog Wild - Rorsh may make ranged attacks before his normal movement this activation. After resolving the ranged attack, Rorsh must advance and may make melee attacks during his combat action.

Lesser Warlock - Rorsh is not a warlock, although he has the following abilities: Damage Transference, Forcing, Healing, Fury Manipulation, and Spell Caster. Rorsh can cast Brine's animus as a spell. Rorsh's model type is solo, not warlock. Rorsh's warlock abilities that refer to 'friendly faction warbeasts' only work with Brine. Other warlocks cannot use the listed abilities with Brine.

Souie! - If Brine is outside of Rorsh's control area at the start of Rorsh's controller's Control Phase, before Rorsh leaches fury, Brine may move up to its current SPD in inches. Brine must end this movement closer to Rorsh than it began.

Dynamite

Cumbersome - Brine cannot make ranged attacks with Dynamite and the Lever Action Pig Iron during the same activation.

Lever Action Pig Iron

Rapid Shot - When Rorsh hits an enemy model with a ranged attack during Rorsh's activation, immediately after this attack has been resolved, he may make one additional ranged attack. Attacks gained from this ability cannot generate further additional attacks from this ability. Attacks gained from Rapid Shot do not count against the Lever Action Pig Iron's ROF.

SPELL	COST	RNG	AOE	POW	UP	OFF
Pigpen	2	Self	*	-	X	

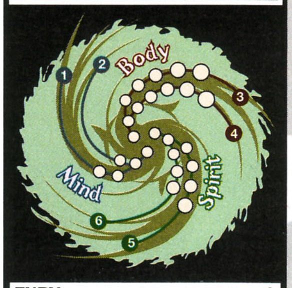
While with 3" of Rorsh, enemy models treat open terrain as rough terrain.

BRINE CMD 6

SPD	STR	MAT	RAT	DEF	ARM
5	12	5	1	12	17

HD **GORE**

SPECIAL	POW	P+S
Critical	5	17



FURY	4
THRESHOLD	9
FIELD ALLOWANCE	C
VICTORY POINTS	3
POINT COST	0
BASE SIZE	LARGE

Brine

Bacon - When Brine is destroyed, remove d6 damage points from each living warbeast in base-to-base contact with it.

Pain Response - While all of its aspects are damaged, Brine gains +2 to melee damage rolls.

Pig Headed - If Brine suffers sufficient damage to be destroyed, Brine remains in play for one round and cannot be destroyed during this time. During this time, Brine ignores the effects of lost aspects. After one round, Brine is destroyed.

Relentless Charge - Brine may charge across rough terrain and obstacles without penalty.

Warbeast Bond - Brine is bonded to Rorsh. While in Rorsh's control area, Brine gains +2 THR. During its activation, Brine may charge or slam an enemy model that was damaged by a melee or ranged attack made by Rorsh this turn without being forced.

Gore

Critical Knockdown - On a critical hit, target model is knocked down.

ANIMUS	Cost	RNG	AOE	POW	UP	OFF
Pig Farm	2	Self	-	-		

The model using this animus gains an additional damage die on melee attacks against living models. When a living model is destroyed by a melee attack made by the affected model, the destroyed model is removed from play and the affected model removes d3 damage points. Pig Farm lasts for one turn.

Rorsh and his gargantuan companion, Brine, wander the battlefields of Western Immoren seeking sport and the opportunity for profit. The pair swaggers into the most desolate war encampments on the fringes of the Iron Kingdoms to offer their services at a reasonable price with no questions asked. A farrow of action, Rorsh is a cool professional not phased by the horrors of war. He calmly pauses in battle, heedless of nearby dangers using a foul smelling cigar to ignite a stick of dynamite, Rorsh's favorite tool of distraction.

Although Rorsh thinks of himself as a mercenary, most civilized nations brand him an outlaw. Only the desperate communities on the fringes of civilization are willing to pay his bill. As merchants and lawmen from the frozen wastes of Khador to the blazing sands of the Protectorate can attest, Rorsh and his oversized companion are guilty of virtually every form of opportunistic brigandage known to man (and some that aren't).

Brine is a monstrous beast bearing no resemblance to any species even veteran monster hunters have seen before. In most regards, the beast is pig-like, particularly when rushing forward on all fours to gore a dire troll or to split a man in half. Those present when Brine has suffered fiery injury by Protectorate cleansers claim the smell of his burnt flesh is disturbingly intoxicating, like a sizzling side of bacon.

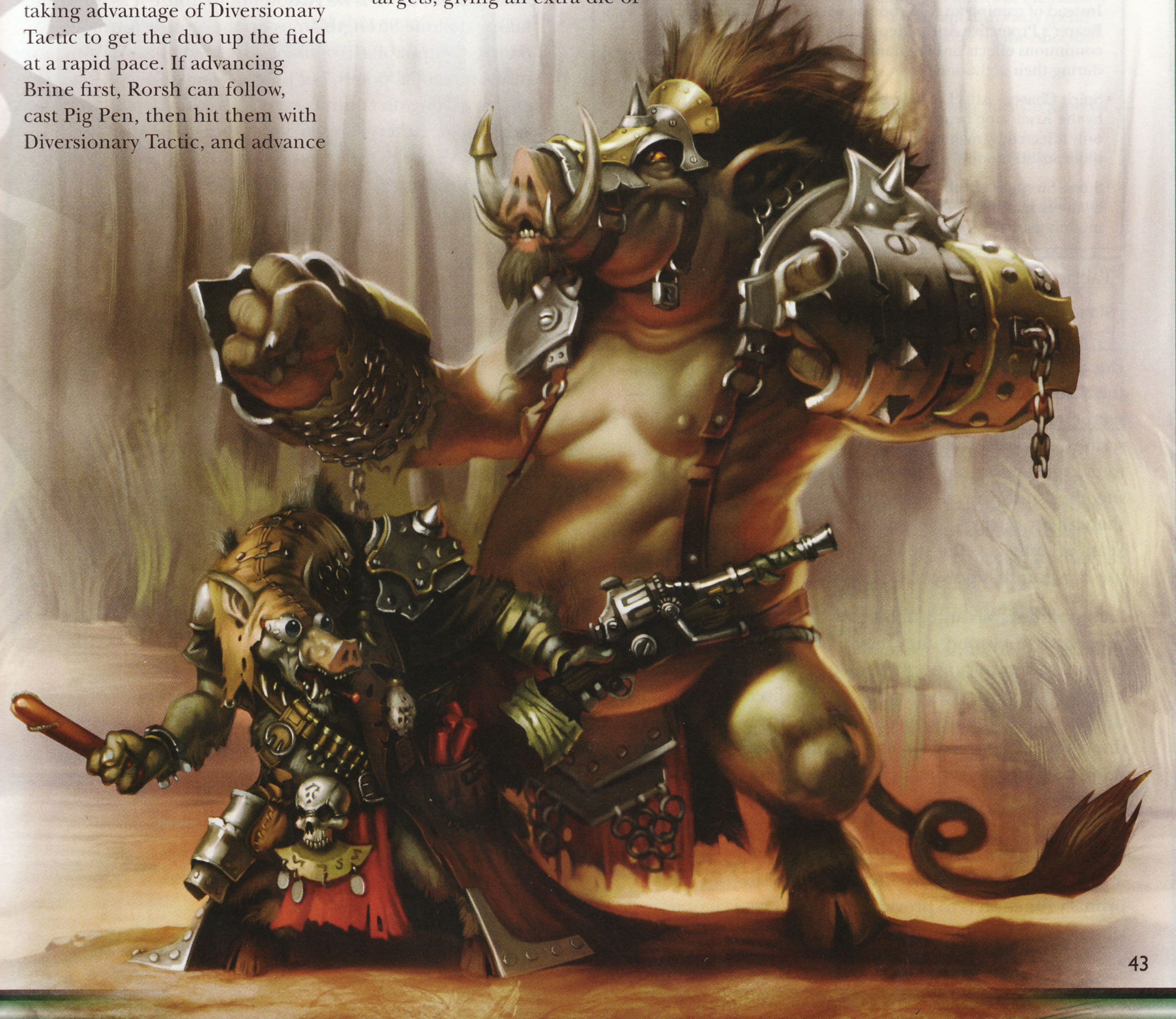
USING RORSH & BRINE

The lesser warlock stipulations mentioned under Dahlia Hallyr & Skarath apply to Rorsh & Brine. In Rorsh's case, his Fury score is 3, so he has a small 6" control area. Fortunately, this duo possesses several unconventional tricks up their porcine sleeves.

In the early game it is well worth taking advantage of Diversionary Tactic to get the duo up the field at a rapid pace. If advancing Brine first, Rorsh can follow, cast Pig Pen, then hit them with Diversionary Tactic, and advance again, positioning himself so Brine also gets the protective benefits. Once closer to the enemy, it is better for Rorsh to fire a couple Lever Action Pig Iron shots, boosting to hit on the first attack to ensure the chance for a second one.

Thanks to Hog Wild, Rorsh gets the chance to fire twice before charging to attack with his cleaver. Souie is a handy ability which provides a little leeway in letting Brine get away from Rorsh. You'll still want Brine within Rorsh's control area when he's attacking so you can force him, but this ability means the two can end a turn farther apart.

Brine's Pig Farm animus is quite powerful against living targets, giving an extra die of damage and allowing a type of regeneration. Rorsh can cast this animus to receive its benefits as well. Pig Headed is one of Brine's best abilities, keeping him alive for one additional round when he should be dead, all while ignoring the penalties of lost aspects. Combined with Pain Response, Brine is guaranteed to have at least one round of enhanced effectiveness before he literally buys the farm. Make sure Brine kills what he's next to before he dies or your enemy will enjoy a side of Bacon. Yes, Brine is delicious as well as deadly! When Brine is about to go, move wounded warbeasts over to enjoy a feast in his memory.



Stone Scribe Elder

TROLLBLOOD TROLLKIN KRIELSTONE BEARER & STONE SCRIBE UNIT ATTACHMENT

> *The stories carved upon the Krielstone fill it with the spirit of the deeds of our greatest heroes. It thirsts for battle and honor as much as you do.*
>
> —Elder Stone Scribe Gylys Riverheart

STONE SCRIBE ELDER				CMD 9	
SPD	STR	MAT	RAT	DEF	ARM
5	7	6	4	12	13

BATTLE AXE		
SPECIAL	POW	P+S
—	4	11

ELDER'S DAMAGE	5
FIELD ALLOWANCE	1
VICTORY POINTS	+1
POINT COST	18
BASE SIZE	MEDIUM

Stone Scribe Elder

Unit Abilities - The Stone Scribe Elder has Krielstone Bearer & Stone Scribe unit abilities.

Stone Warp

If the Stone Scribe Elder is within 3" of the Krielstone Bearer, when the Krielstone Bearer makes a Protective Aura special action, the Stone Scribe Elder may use one of the following abilities. Stone Warp abilities last for one round.

- **Combat Warding** - Continuous effects on friendly Trollblood models affected by the Krielstone Bearer's Protective Aura expire. Instead of gaining an ARM bonus, while affected by the Krielstone Bearer's Protective Aura, friendly Trollblood models do not suffer continuous effects or blast damage and can only move or be moved during their activations.
- **Spirit Chaser** - Attacks made by friendly Trollblood models affected by the Krielstone Bearer's Protective Aura may damage models only affected by magic attacks. Affected models may charge incorporeal models.
- **Stone Strength** - Instead of gaining an ARM bonus, while affected by the Krielstone Bearer's Protective Aura, friendly Trollblood models gain +2 STR.

Tactical Tip

Stone Warp – Remember, a model can only benefit from one Protective Aura at a time.

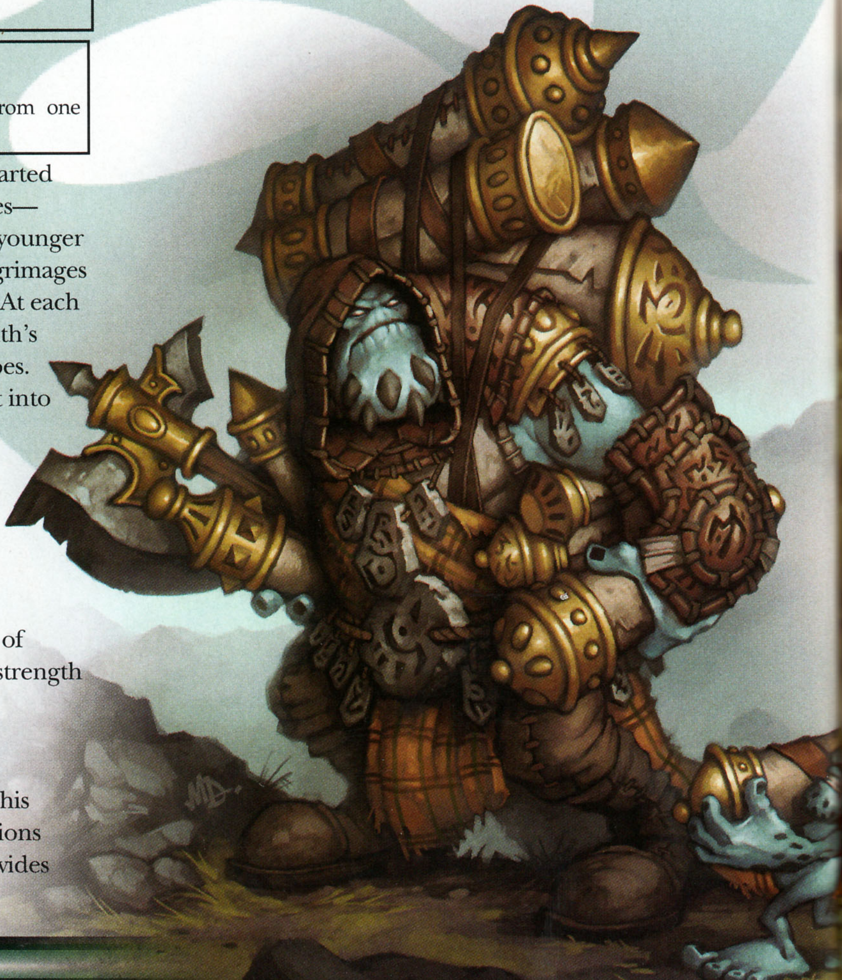
Decades of experience with the krielstones have imparted the deepest of secrets to the eldest of the stone scribes—secrets and powers far beyond the knowledge of the younger scribes. These Elders have spent decades making pilgrimages to the most important stones of all the trollkin kiths. At each site, they study the tales inscribed and seek out the kith's shaman for further illumination about the local heroes. Years of study give the stone scribe elders rare insight into the heroism that powers the krielstones.

Laden with scrolls and rubbings taken from the numerous krielstones they have tended to, elders evoke a variety of supportive enhancements to the armies with which they travel. Tapping directly into the heroism of their people, the Stone Scribe Elder draws forth an echo of ancient prodigies and heroes of valor, blessing the gathered warriors with incredible strength or resilience.

USING THE STONE SCRIBE ELDER

The Stone Scribe Elder is simple to utilize in play, as his primary function is to provide additional tactical options when employing the unit's Protective Aura. This provides much appreciated versatility to any Trollblood army. The most important fact to keep in mind is that two of the three Stone Warp abilities (Combat Warding and Stone Strength) replace the standard ARM bonus. Anticipating your needs for the upcoming round is required to get the most out of your Stone Scribe Elder. The other important consideration is to keep the Elder within 3" of the Krielstone Bearer so his abilities function. When he dies, these options go away, so be sure the Bearer has other Stone Scribes within 3" to offer as his Self Sacrifice.

Spirit Chaser provides a much-needed method for Trollbloods to damage models only affected by magic attacks, such as Incorporeal models. Since this power also affords the original ARM bonus, there is no reason not to utilize it as the default fallback. Stone Strength amps up the already formidable damage output of a Trollblood army. Combat Warding is the most situational power, but proves invaluable when facing an enemy relying on continuous effects, blast damage, or forced movement trickery. This includes things like Cryxian Bloat Thralls, Menoth's penchant for lighting things on fire, or the power of Gorten Grundback's Land Slide feat.



EXTOLLER SOULWARD

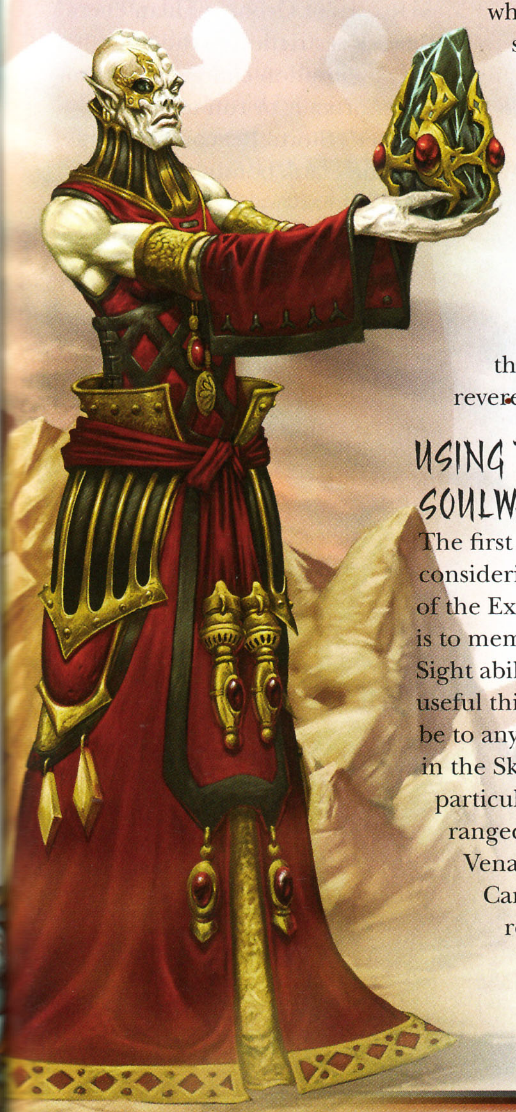
SKORNE SOLO

You will learn to see as I do. Look past the flesh and observe the spirit.

—Narelka of House Kophar

Their enemies call the skorne godless, and it is true they pay homage to no divinity. Instead, the Skorne praise the spirits of their ancestors, preserved eternally as exalted in sacral stones. It is the extollers who attend to this sacred tradition and for this reason even the warrior castes who outrank them treat them with deference and respect. The crafting of empty sacral stones is an art exclusive to the extoller. It is they who select the greatest heroes of the battlefield for preservation, guiding their spirits to ancestral guardians, thus escaping the Void.

The rites by which a mortitheurge cleanses his soul for this sacred office carries a deadly risk. To learn the secrets of the extoller caste, a mortitheurge must pluck out an eye to replace it with a organ of crystal that reacts to spiritual energy. A number of initiates who commit to this course die from the unremitting agony of this process. Those who survive gain a special insight and they alone can communicate with the exalted. It is their task to invoke the guidance, wisdom, and protection of the skorne's most revered ancestors.



Extoller Soulward

Fearless - The Extoller Soulward never flees.

Ghost Sight - The Extoller Soulward ignores intervening models, terrain, and cloud effects when determining LOS. The Extoller Soulward ignores Camouflage, cloud effects, concealment, Invisibility, and Stealth when making attacks.

Spirit Bank - When a friendly living Skorne model is destroyed within 8" of the Extoller Soulward, the Extoller Soulward gains a soul token. The Extoller Soulward may have up to 3 soul tokens at any time. A friendly Ancestral Guardian within a number of inches of the Extoller Soulward equal to the Extoller Soulward's current CMD may spend soul tokens on the Extoller Soulward as if they were on the Ancestral Guardian.

EXTOLLER SOULWARD CMD 8

SPD	STR	MAT	RAT	DEF	ARM
6	5	5	5	14	12

SPIRIT EYE

RNG	ROF	AOE	POW
8	1	—	6

DAMAGE	5
FIELD ALLOWANCE	2
VICTORY POINTS	1
POINT COST	26
BASE SIZE	SMALL

Magic Ability

The Extoller Soulward may cast one of the following spells as a special action. These abilities last for one round.

- **Forced Manifestation (★Action)** - Enemy models currently within 8" of the Extoller Soulward lose Incorporeal.
- **Ghost Shield (★Action)** - The Extoller Soulward gains +1 DEF and ARM for each soul token on him.
- **Guidance (★Action)** - Target friendly Skorne model/unit within 8" of the Extoller Soulward gains Ghost Sight.

Spirit Eye

Annihilating Gaze - When a living model is hit by the Spirit Eye, add the target's current STR to the damage roll.

Spectral Attack - The Extoller Soulward ignores cover, screening, and Stealth when making Spirit Eye attacks. Spirit Eye attacks may damage models only affected by magic attacks.

USING THE EXTOLLER SOULWARD

The first thing to do when considering the proper use of the Extoller Soulward is to memorize the Ghost Sight ability. Imagine how useful this ability would be to any model or unit in the Skorne arsenal, particularly those with ranged attacks such as Venators or a Titan Cannoneer. Now read Guidance and realize you can give that ability to any unit or model within 8" of the Extoller Soulward. Ghost Sight allows models to see through smoke, forest templates, and other models. But there's more! It also lets ranged attacks hit models despite Stealth or Invisibility and to ignore DEF bonuses from cloud effects, camouflage and concealment. Eyeless Sight is for stupid blighted reptiles—the Skorne rely on supernatural Guidance.

The Soulward also serves as a bank for soul tokens, gaining DEF and ARM while storing these tokens for the eventual use of nearby Ancestral Guardians. This requires placing the Soulward closer to the action, but he can usually find a good spot behind a wall of infantry. If you are annyoed when Incorporeal models taunt your nearest firing squad, use Forced Manifestation to put an end to that nonsense.

War Wolf

CIRCLE ORBOROS WOLVES OF ORBOROS SOLO

Other families tremble at the howl of a wolf in the darkness. To us it means a brother returns home.

—Kund, Huntsman of the Wolves of Orboros

WAR WOLF					CMD 7
SPD	STR	MAT	RAT	DEF	ARM
8	7	6	0	14	12

BITE		
SPECIAL	POW	P+S
—	4	11

DAMAGE	5
FIELD ALLOWANCE	3
VICTORY POINTS	1
POINT COST	16
BASE SIZE	MEDIUM

War Wolf

Flank - When this model makes a melee attack against an enemy model that is in the melee range of another friendly Wolves of Orboros model, this model gains +2 to attack rolls and rolls an additional damage die.

Kneel - Friendly Circle models can ignore a War Wolf when determining LOS.

Pathfinder - During its activation, a War Wolf ignores movement penalties from, and may charge across, rough terrain and obstacles.

Scent - A War Wolf may ignore LOS when declaring a charge.

Sic 'em - Once per turn if this model is not in melee, when a friendly Reeve of Orboros hits an enemy model with an attack, immediately after the attack is resolved the War Wolf may charge the enemy model that was hit. The War Wolf's charge attack roll is boosted.

Tactical Tip

Flank – This includes Reeves of Orboros.

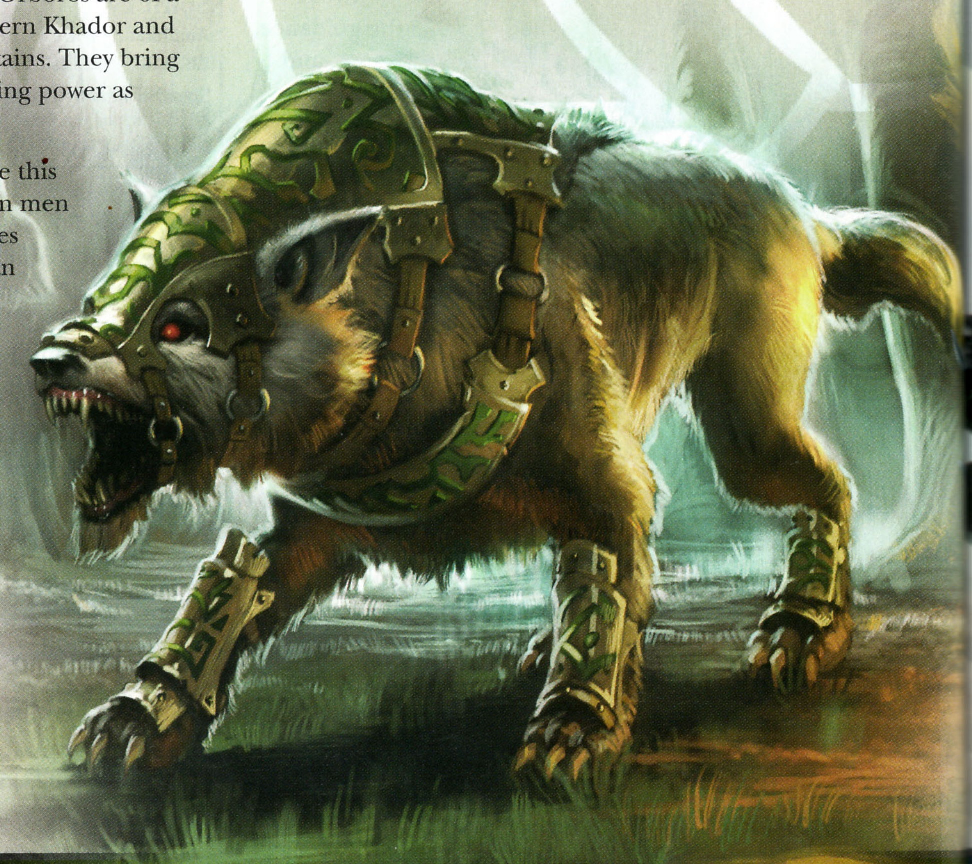
The Wolves of Orboros consider themselves kin of the wolf. This attitude extends to fighting side by side with half-wild animals and speaking of them as brothers. The hulking animals kept by the Wolves of Orboros are of a stocky mountain breed found in northern Khador and among the Cygnaran Wyrmwall Mountains. They bring speed, exceptional senses, and raw killing power as their natural assets.

Tales passed by word of mouth describe this breed hunting alongside wild mountain men of the ancient Molgur tribes. War wolves avoid cities and any large cluster of man but recognize the scent of Wolves of Orboros and do not begrudge such hunters their wolf hides. They even allow huntsmen to strap armor to their broad shoulders to protect them from enemy blades. A war wolf is a peerless stalker that responds instinctively to the movements of those it considers pack mates. With a blur of barely seen fur one will leap from the shadows between the trees to tear their fangs into tendons and flesh.

USING THE WAR WOLF

War Wolves are not a unit or weapon attachment for Wolves of Orboros or Reeves of Orboros—in many ways they are better. At FA:3 and with a low point cost, each war wolf brings a lot to the table. With their low armor, they do not long endure a brawl, but their wounds let them shrug off near-miss blast templates. They are exceptionally fast. Use a war wolf's speed to keep it far from harm, circling to flank or lying in wait behind forest templates before charging.

Thanks to Flank, Scent, Kneel, and Sic'em, the War Wolf has great synergy with both Wolves of Orboros units. Sic'em turns a War Wolf into a guided missile, able to perform an out-of-activation charge attack after Reeves of Orboros hit an enemy model. Notice there is no distance restriction to the target. Even if a War Wolf fails an out of activation charge, it can still subsequently activate to charge normally or run to engage a distant model. Add the Wayfarer's Storm Beacon for extra distance. Properly set up to get the Flank bonus, these pups can tear pieces off even Khadoran heavy warjacks.



Strider Deathstalker

LEGION OF EVERBLIGHT BLIGHTED NYSS SOLO

We were already without equal before the Blessings of Ethrunbal. His blight removed our only flaw, compassion.

—Deathstalker Ryllys Dyvvar, to his fellow Striders

Some Striders rise above the ranks of their peers as precision instruments of death. Deathstalkers exalt in slaughter. Lone Deathstalkers have wiped out entire wilderness outposts in a few silent moments. They range ahead at the vanguard of Everblight's armies and regularly embark on extended scouting missions where Legion warlocks entrust them to their own supervision and the leadership of subordinate striders.

Deathstalkers enjoy an unspoken but clear privilege among the Legion, afforded status not dissimilar to nobles in human kingdoms. They demand obeisance from fellow Nyss by virtue of their piercing intelligence and the obvious blessings of Everblight. Coordinating their lesser brethren with the barest glances and gestures, they move effortlessly to encircle and entrap their quarry.

Deathstalker

Advance Deployment - Place the Deathstalker after normal deployment, up to 12" beyond the established deployment zone.

Camouflage - The Deathstalker gains an additional +2 DEF when benefiting from concealment or cover.

Hunter - The Deathstalker's LOS is never blocked by forests. When making a ranged attack, the Deathstalker ignores Camouflage, concealment, and Prowl.

Pathfinder - During her activation, the Deathstalker ignores movement penalties from, and may charge across, rough terrain and obstacles.

Rapid Shot - When the Deathstalker hits an enemy model with a ranged attack during her activation, after this attack has been resolved she may make an additional ranged attack. Attacks gained from this ability cannot generate further additional attacks from this ability. Attack's gained from Rapid Shot do not count against a weapon's ROF.

Sniper - When damaging a warjack with a ranged attack, the Deathstalker's controller chooses which column takes damage. When damaging a warbeast with a ranged attack, the Deathstalker's controller chooses which branch takes damage. After a successful ranged attack, the Deathstalker may automatically inflict one damage point instead of making a damage roll.

Stealth - Attacks against the Deathstalker from greater than 5" away automatically miss. If the Deathstalker is greater than 5" away from an attacker, she does not count as an intervening model.

Tactical Coordination - When the Deathstalker destroys an enemy model with an attack, friendly Strider models within a number of inches of the Deathstalker equal to her current CMD may move up to 1" immediately after the attack has been resolved. A model cannot end this movement out of formation or cause other models that are in formation to no longer be in formation.

DEATHSTALKER					CMD 8
SPD	STR	MAT	RAT	DEF	ARM
7	6	7	8	15	11

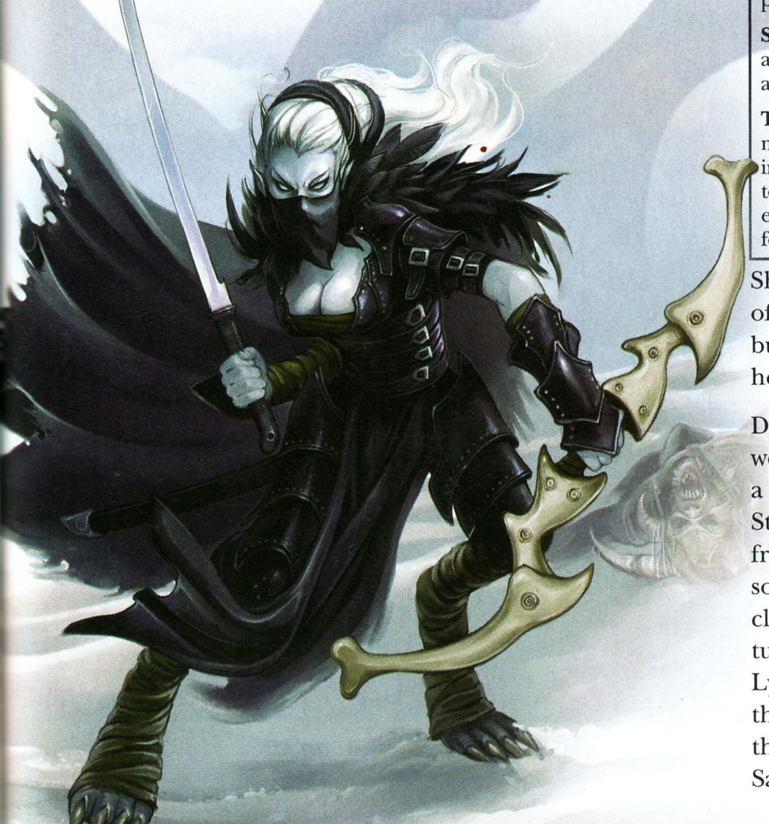
NYSS LONG BOW			
RNG	ROF	AOE	POW
12	1	—	10

SWORD		
SPECIAL	POW	P+S
—	3	9

DAMAGE	5
FIELD ALLOWANCE	2
VICTORY POINTS	1
POINT COST	30
BASE SIZE	SMALL

USING THE STRIDER DEATHSTALKER

Each Deathstalker shares similarities with basic Striders plus a number of abilities that push them over the top. These fragile solos should be particularly wary of AOE attacks, and without question forests and cover are their best friends. With SPD 7, RAT 8, Hunter, and Sniper, a Deathstalker should always be able to find something on the table to kill. Thanks to Rapid Shot, they may wind up killing two models for the price of one. Troopers or enemy warlocks are preferred targets, but Sniper allows a pair of Deathstalkers to chip away even heavily armored warjacks or warbeasts.



Deathstalkers have the mobility and striking power to work well as fringe solos, but Tactical Coordination provides a compelling incentive to keep them near their fellow Striders. This ability can buy the already speedy Striders free movement, translating into extra threat range. This sort of out of activation movement lets a Deathstalker inch closer its quarry, but still gain an aiming bonus during its turn. Deathstalkers work well with all the Legion warlocks. Lylyth (either variant) and Vayl's feats are ideal for them—they can hide in Thagrosh's Death Shroud, Rhyas can give them Dash, and they are great recipients to carry forward Saeryn's Blight Bringer.

2008 PRIVATEER PRESS MASTERS TOURNAMENT

CHAMPIONS FORGED IN THE CRUCIBLE OF WAR

Reporting by ***Simon Berman***

Newcomer Jason Flanzer, with vets Justin Herring and Adam Poirier.

THE 2008 PRIVATEER PRESS MASTERS TOURNAMENT was merciless and challenging. Newcomers and grizzled veterans of previous Nationals tournaments battled it out over three days for the championship.

Once again, the forces of HORDES and WARMACHINE collided in this highly anticipated event. The competitors fought a series of escalating games in the Steamroller 4 format split over two days of qualifying rounds. Starting with 500 points, players moved on to a second day of 750-point games. The finalists from the second round met on day three to compete in a brutal series of 1000-point games.

No Quarter had a chance to talk with the top three champions to get their opinions and thoughts on the 2008 US Masters Championship, including their final army list that helped lead them to victory.

The champions shake hands after a nerve wracking final round.

JUSTIN HERRING
CHAMPION

JUSTIN HERRING'S ARMY

Model/Unit	Points
Vladimir Tzepesci, Dark Champion	84
Zevanna Agha, Old Witch of Khador	106
Scrapjack	—
Man-O-War Drakhun x2	50 ea.
Manhunter x3	22 ea.
Yuri the Axe	32
Iron Fang Pikemen (7)	68
Iron Fang Officer & Standard Bearer	35
Iron Fang Uhlans (3)	83
Widowmakers (4) x2	53 ea.
Winterguard Mortar Crew x2	25 ea.
Alexia Ciannor	52
Eiryss, Mage Hunter of Ios	29
Gorman Di Wulfe, Rogue Alchemist	28
Gudrun the Wanderer	37
Ogrun Bokur x2	39 ea.
Lady Aiyana & Master Holt	43
Total	**997**

Tell me about your army and why you picked that faction?

Originally, I wasn't planning to play Khador. I didn't have much spare time to practice, so I chose Khador because I used them last year at Gen Con 2007 and was very familiar with the list. Since I'd already won Nationals with Cryx two years ago, I wanted to mix it up.

Epic Vlad and the Old Witch are awesome on their own, so it makes sense to put them together. I'd used them both in the preliminary rounds of Masters and I was very comfortable with fielding them. They have a lot of synergy and complement each other well since the Old Witch is more of a control caster and Epic Vlad is more of a beatstick. The scenarios that were chosen required you to spread your forces and I felt that Epic Vlad is an excellent warcaster in that situation. I actually had a second list that I didn't use which included Epic Irusk and the Old Witch. I would have used this list in a mosh pit type scenario—when the scenario forces you to place your guys in a small space, two control feats and the ability to move through your own models is very powerful.

What was your favorite moment during the tournament?

Killing Skarre in the final round. My opponent had just killed Epic Vlad and I really thought I was in deep crap! I was sure I was going to lose, but I managed to use Strangling Chains to pull Skarre towards my army. Even though her ARM was way up with unspent Focus, I was just able to beat her down. Had I not done that, I almost certainly would have lost the match being down one 'caster against two.

What was the scariest?

The moment I thought I was most likely to lose was in the previously mentioned game. My opponent had used Epic Asphyxious' feat to revive Soul Hunters followed by Skarre's feat and Dark Guidance to make them absolute monsters. They killed Epic Vlad and a good chunk of my army with little effort.

Do you have any tips for future Masters players?

Get lucky! You can't win seven games against top-level opponents without having some luck on your side. It's good to be a good player, but the competition is incredibly stiff and you are going to need a little bit of a smile from the dice gods.

What did you think of the format this year versus last year?

It's awesome. It's a great format and the best I've ever played in, no question. The new time limit rules included in this year's format were absolutely stellar. They allowed us to get really deep into the games, which is great. I don't think I'd ever had a previous Gen Con final go past three rounds in the 1000 point segment and this year I had games going to six or seven rounds. I also liked the scenarios and thought they really helped to define the game and force the action. The scenarios prevented you from hanging back and they definitely added a lot of variety to your play. It provided a different challenge with each scenario.

I think the removal of Victory Points and replacing them with a scenario-based tiebreaker is great. It changes the way you select your army and it's about capturing ground not racking up Victory Points.

What will you be playing next year?

Good question. Last year I said I wouldn't play Khador and obviously that didn't pan out. I'm going to go on record this time and promise it won't be Khador or Cryx. (Editorial note: we'll believe it when we see it, Justin!)

Anything else you'd like to add?

I had a great con, I love playing Privateer Press' products and want to thank you guys for making such fun games! Without exception, every single one of my opponents was a good guy. It was just a fun experience all around.

JASON FLANZER
2ND PLACE

Tell me about your army and why you picked that faction/army?

I'm primarily a HORDES Trollblood player, so when I went to WARMACHINE, I wanted an army that played differently.

JASON FLANZER'S ARMY

Model/Unit	Points
Lich Lord Asphyxious	89
Pirate Queen Skarre	66
Bane Lord Tartarus	40
Withershadow Combine	70
Skarlock x2	16 ea.
Bane Knights (10) x2	123 ea.
Bile Thralls (7)	47
Soulhunters (5)	128
Soulhunters (4)	103
Gorman Di Wulfe, Rogue Alchemist	28
Gudrun the Wanderer	37
Ogrun Bokur	39
Total	**925**

The arc nodes really sold me on the game for that reason although I didn't use any in this list. I ran *WARMACHINE: Prime Remix* Deneghra the whole tourney until the 1000-point portion, when I brought in Epic Asphyxious and Skarre to bring a big punch against Khador lists. Their double feats are quite potent for an assassination.

What was your favorite moment during the tournament?

I really just enjoyed the atmosphere of my final two games. When there are only two games going on in the room, everyone's focused on you and I really like the pressure.

What did you think of the format this year versus last year?

Amazing. Steamroller 4 is near perfect in my opinion. It eliminates a lot of problems. You can now take solos without worrying that they'll be sniped for Victory Points.

What will you be playing next year?

I'm not sure. I do know that it will be a new faction for me. There are a lot of Mercs that I'm really excited about, but Legends opens up a whole new world for all the factions. I learned the game in Columbia, Missouri. I had some great players who taught me the game and they are what allowed me to achieve what I did at the Masters.

Jason nearly took the championship after eliminating Justin's Epic Vladimir from the table.

Adam puts the smackdown on his opponent, moving him into the final four with his Khador/Pirate force.

ADAM POIRIER
3RD PLACE

Tell me about your army and why you picked that faction?

I really like Khador in the stories. I love Russian mythology and ice. Pirates are cool, so I had to use a ton of them. There's a lot of synergy between those forces, and the Butcher with POW 18 Press Gangers in 500 point games is brutal. In the 1000-point round, Old Witch and Epic Magnus or Fiona the Black and Epic Vlad were my choices. The synergy between those 'casters is amazing.

What was your favorite moment during the tournament?

It had to be after I tried a "flying Drakhun" for the first time ever. Not only did he go in the only direction that was not helpful, he flew the maximum distance and crushed Doc Killingsworth to death. It served me right and I just couldn't stop laughing.

Then there was the time that I spent explaining exactly how the Press Gangers became POW 18 to both of my 500 point round opponents who lost their fully healthy 'caster and 'locks (Terminus and beast form Kromac) to a single Press Ganger. Also, I discovered if you use Lady Aiyana's Lurynsar's Touch on Eiryss, Terminus can't pawn off the Disruptor Bolt, since it's a magic attack.

What did you think of the format this year versus last year?

It's a lot more fun. It involves playing WARMACHINE instead of Victory Point grind lists. It's fast, it's brutal, and it's a lot of fun.

What will you be playing next year?

I am definitely torn. I still have not managed to take it all home with Khador, who are my favorite faction. I would love to earn Cygnar some respect after the lackluster showing with them I had last year, and with the Steamroller 4 rules (see p. 60 for more on Steamroller), I believe that is possible. I will certainly want pirates in my army, possibly even playing straight up Mercs. But even after all of that, there is still a nagging voice that calls me to rally my Skorne and march west, especially since no HORDES factions made it to the top four slots. Of course, all that army A.D.D. may be overruled by the new faction (whatever it ends up being). I love taking whatever is the newest and trying to figure it out on the table as I go. In short, I probably won't know what I am playing until the night before (or even morning of) due to how capricious I am with my army building.

ADAM POIRIER'S ARMY

Model/Unit	Points
Vladimir Tzepesci, Dark Champion	84
Fiona the Black	63
Freebooter	92
Kovnik Jozef Grigorovich	28
Man-O-War Drakhun x2	50 ea.
Yuri the Axe	32
Manhunter x2	22 ea.
Widowmakers (4)	53
Winter Guard (9)	85
+ Officer & Standard Bearer	29
+ Winter Guard Rocketeer	15
Eiryss, Mage Hunter of Ios	29
Alexia Ciannor	52
Gudrun the Wanderer	37
Lady Aiyana & Master Holt	43
Bosun Grogspar	26
Doc Killingsworth	19
First Mate Hawk	30
Lord Rockbottom, Expedition Financier	21
Press Ganger (7)	59
Sea Dogs (6)	59
Total	**1000**

FULL METAL CHALLENGE:

WHACK-A-BEAST

by Brian Putnam

What You'll Need:

Trollbloods
Grim Angus
Dire Troll Mauler
Fell Caller
Burrowers (1 leader, 5 troopers)
Long Riders (1 leader, 1 trooper)

Circle Orboros
Morvahna
Warpwolf
Gnarlhorn Satyr
Druids of Orboros
(1 leader, 3 troopers)
Wolves of Orboros
(1 leader, 2 troopers, Standard Bearer)

The Challenge

In this challenge, Grim and his fellow Trollbloods face off against Morvahna in a scenario game. The primary victory condition is destruction of all your opponent's warbeasts. The Circle player made a valiant attempt this last turn, but the Wolves of Orboros came up a little short on damage and left the Trollblood forces with a badly injured but living Dire Troll.

See if you can fulfill the primary victory condition by destroying Morvahna's two warbeasts, or failing that, go for the secondary victory condition of eliminating Morvahna.

Setup

Morvahna upkept Regrowth on the Wolves of Orboros and spent two fury using the spell to return the two troopers destroyed last round to the unit. Morvahna also cast Wurmwood on the Mauler to boost damage, which effectively lowered its ARM by 2, and set it up for destruction by the Wolves. Morvahna has one fury remaining on her.

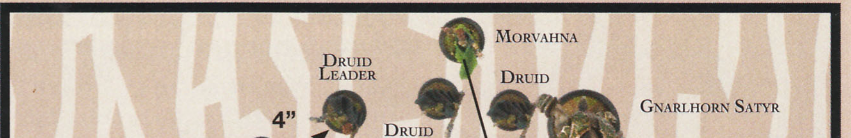
The Warpwolf, which warped for STR last turn to help it destroy Grim's Blitzer, remains undamaged with three fury on it. Attacking the Blitzer put the Warpwolf in range of the Burrowers, but the beast's 14 DEF gives it great protection against their ranged attacks even with the bonus when they emerge from their tunnels. The risk looked worth it, especially when the Warpwolf destroyed one of Grim's two remaining warbeasts. Grim reaved the Blitzer's three fury.

The Wolves activated Wild Hunt and charged into the Mauler. Unfortunately, it weathered their Powerful Charges and remains standing with three points in Body, two points in Spirit, and three fury.

The Satyr is slightly wounded (four points off Mind and Spirit). After the Wolves failed to destroy the Mauler, thus ruining the Circle's chances at victory last turn, the Satyr took up a defensive position near Morvahna and riled for three fury. It stands ready to Counter Slam any model approaching Morvahna. With the Mauler penned in by the Wolves, and the Satyr sitting outside the charge range of both the Mauler and the Long Riders, it looks quite safe from destruction this turn.

The Druids of Orboros then used Counter Magic to cover the key Circle forces since the cloud effects from Vortex would avail little against Grim. At least they could protect Morvahna and the warbeasts from Man Trap and Lock the Target.

After the failed attempt at a game-winning turn, the Circle have taken up defensive positions as best they could to hopefully survive whatever retaliation the Trollbloods deliver. Show them that Trolls can always bounce back from the brink of death. Win the scenario by destroying both of the Circle warbeasts and taking the primary victory condition.



Our Solution:

During your Control Phase, place the Burrowers into play next to the Warpwolf without putting them in melee.

Charge and kill the Druid closest to the Warpwolf with the Fell Caller. This removes the protection of Counter Magic from the Warpwolf and makes it a viable target for Grim's spells. Advance, charge, or slam the Long Riders around both sides of the Dire Troll, using the mount and axe attacks to kill as many of the Wolves as possible. Put priority on the Wolves blocking the charge lane from the Dire Troll to the Satyr. Use Tall In The Saddle to your advantage here.

Move Grim forward and cast Man Trap on the Warpwolf. Boost to ensure the attack hits. The POW 13 should have no problem beating the 16 ARM, which will knock the beast down and make it easy pickings for the Burrower's Slug Guns. Shoot the Satyr with Headhunter and boost damage for good measure. This puts Bait the Line on the Satyr and gives the Dire Troll the distance needed to reach the Satyr. Spend Grim's last point of fury to heal the Mauler's mind.

Have the Burrowers make their Slug Gun attacks against the now knocked down Warpwolf. It should only take a couple of POW 14 shots to destroy it.

With its path clear, have the Dire Troll charge the Satyr. Bait The Line gives it enough distance to reach, and the troll should have little trouble destroying the Circle beast.

HARDCORE HARD RESULTS

Reporting by ***Simon Berman***

You have to move fast if you're playing in Hardcore.

THE WINNERS OF THE 2008 HARDCORE CHAMPIONSHIP

A Hardcore competitor must be the total WARMACHINE or HORDES player—fully painted models, an encyclopedic knowledge of the game, and a razor sharp understanding of their army. Awards are given for the most impressive army, most Victory Points (VP) accumulated over the course of the day, the fastest 'caster or 'lock kill, and the most games won. Players have only seven minutes in which to complete their turns, so they must possess the most solid grasp of the rules and the ability to make split second decisions.

To make this an even more challenging event, several changes were made to the format this year. Aside from the inclusion of HORDES in the Hardcore format, matches now have variable lengths determined randomly by a judge and the 7-minute clock stops during out-of-turn actions. Finally, any game still being played when "Dice Down" is called, ends in a draw.

Privateer Press salutes everyone who participated and made this year's Gen Con Hardcore championship an amazing and hard-fought day.

WHAT IS HARDCORE?

- 750 points of WARMACHINE or HORDES models
- Any faction, including Mercenaries
- 7-minute turns
- Assembled and fully painted models
- "Kill the 'caster/'lock" only scenario

HARDCORE AWARDS

Vanquisher—Most Games Won
Mage Hunter—Fastest Warcaster Kill
Executioner—Most Victory Points
Master Craftsman—Best Painted Army

HARDCORE: HARD RESULTS

DAN SCHEWE - **VANQUISHER**

Tell me about your army and why you picked that faction?

I wanted to play Epic Madrak, but there was no way I could get him and the Kriel Warriors painted in time. So, I took my Epic Vlad Hardcore list from last year and modified it a little. The main change that I made was taking out my Uhlans, which many people thought was silly. I added Yuri, a second Manhunter, Lady Aiyana & Master Holt, plus an additional Iron Fang Pikeman to the base unit, and a Unit Attachment, because I felt they added versatility to the list that the Uhlans were not providing. Vlad is the character that got me into Khador—I've used him at every level of game-play and I've usually done pretty well with him.

How much time did you spend practicing for Hardcore?

It's hard to say because lists sit in the back of my mind and come up when I have some downtime. What if I change this? How is my strategy going to work? How are my units going to work together? How am I going to counter known threats? I spent quite a few hours thinking about lists, but I didn't play many practice games. I think I only played one practice game with the list I fielded in today's tournament. However, I played a very similar list last year at both Hardcore events (Origins and Gen Con 2007) and did very well.

What was your favorite moment during the tournament?

I'd have to say my favorite moment was how I won my second to last match. I was playing against a Mortenebra list. I had my Behemoth out front with Aiyana and Holt, Vlad behind them with the Drakhun to the left. My opponent had his Deathjack loaded with spells and other effects. The Deathjack charges Aiyana and gets ready to wreck her, then 'Shadow over to Vlad and win. However, Aiyana had Anti-Magic Pulse up so, I was able to counter-charge with the Drakhun. I then rolled double fours on the Impact attack, critically knocking down the Deathjack next to Aiyana and Holt and that was pretty much the game. From there, I just popped my feat and destroyed his army. His assassination run had failed and he was completely defenseless.

What was the scariest?

Against an Epic Morghoul player whose assassination run left Vlad with a single point of health! Vlad barely had enough left in him to cut off Morghoul's head.

Do you have any tips for future Hardcore players?

Play what you're comfortable with, The better you know your models and the models you'll face, the faster you can play and the better you'll do. Try not to get excited, keep a level head and don't overextend yourself. Hardcore is about pace and tempo. Any way you can find to maneuver those into your favor is important. Hardcore will make you a better player. It will mold you to the play style of your army.

What will you be playing next year?

Either Khador or Trollbloods. I have to look at the upcoming models as they're released and see what I feel like playing.

Model/Unit	Points
Vladimir Tzepesci, The Dark Champion	84
Behemoth	172
Man-O-War Drakhun (w/Dismount)	70
Iron Fang Pikemen (7)	68
Iron Fang Officer & Standard Bearer	35
Doomreavers (6)	100
Greylord Ternion (3)	43
Widowmakers (4)	53
Yuri the Axe	32
Manhunter x2	22 ea.
Lady Aiyana & Master Holt	43
Total	**744**

HARDCORE: HARD RESULTS

JUDGE
PRIVATEER PRESS

CHAD ERIC ROGERS - **MAGE HUNTER**

Tell me about your army and why you picked that faction/army?

I have been playing WARMACHINE since the Kodiak was released. I initially got into the game thanks to a friend who turned me onto other miniature games. I chose lots of 'jacks because my play style in all minis games has been "get up in your face and hammer away". Khador struck me as being the best at doing that.

How much time did you spend practising for Hardcore?

As far as my Hardcore list goes, I can thank my friends who really helped me come up with the list. They helped me refine the strategies and practice for the last eight months.

You earned Mage Hunter with a 'caster kill in four minutes and three seconds followed by applause from the whole tournament, how did that feel?

I was in shock. My hands were shaking. First, because I pulled it off and second because of how huge the reaction was. It never ceases to amaze me, the camaraderie that WARMACHINE players have. Even if it happens to someone else, you still cheer for them. I felt ten feet tall and bullet proof.

Do you have any tips for future Hardcore players?

Definitely read over your units and know them inside out. It all comes down to the combos. When I built this army, I designed it so no one unit or model was the linchpin; the whole force plays as a team, but any model can pull out a win. Don't be afraid to take chances. If my Turn One assassination attempt failed, I still had a contingency. I had a blast and I'm definitely coming back next year. Thanks again for that huge cheer, guys. I love 'em all for it.

What will you be playing next year?

I'm going to stick with my favorites, Khador. After reading Legends, I'm definitely thinking about going with a Greylord-heavy magic army, with Zerkova, the Koldun lord, and lots of Greylords. I really like the way they all mesh together.

Model/Unit	Points
Vladimir Tzepesci, The Dark Champion	84
Behemoth	172
Iron Fang Uhlans (4)	110
Man-O-War Demolition Corps (4)	70
Man-O-War Drakhun	50
Widowmakers (4)	53
Yuri the Axe	32
Manhunter x2	22 ea.
Winter Guard Field Gun Crew	24
Eyriss, Mage Hunter of Ios	29
Alten Ashley, Monster Hunter	32
Lady Aiyana & Master Holt	43
Total	**743**

HARDCORE: HARD RESULTS

ZAFAR TEJANI - **EXECUTIONER**

Tell me about your army and why you picked that faction?

Epic Stryker was the reason I started playing Cygnar. I'd read Doug Seacat's work and loved his Stryker fiction. Whenever I'm feeling down on Cygnar, I just pick him up and kick some ass. When the Special Forces lists came out, I was like: "Hell yes, two Stormblade units!" My Hardcore army is basically Stormguard, Stormblades, and Storm Lances, primarily because the Stormblades are underrated in my opionion and people don't expect to see individual troops that can hit as hard as a Centurion.

How much time did you spend practicing for Hardcore?

This is the same list I ran last year, with the addition of Katherine Laddermore and subtraction of Eiryss and Gorman di Wulfe. I ran this list at the Templecon Hardcore event and was only beat out in the final round by VPs. Basically, I've been playing this army for a year. I'm going to retire it for a while to go back to my first love, Cryx.

What was your favorite moment aside from finding out that you'd won Executioner with a staggering 141 VPs?

It was definitely when Stryker managed to pull through against Saeryn. He came out of it with two health left and then won a game that I had expected to lose no later than Round Three.

That was the best game of WARMACHINE I've played in my whole life. My opponent was cheering me on the entire time—we got along great and even exchanged dice at the start of the round.

What was the scariest?

In the last game I played, Stryker had only three health left and was charged by a Carnivean. Even with its multiple attacks, it only got Stryker down to one health! Watching that Carnivean charge was scary, but thank Morrow for Defense 16!

Do you have any tips for future Hardcore players?

Don't go in expecting the VPs, just try and win, If you find that you're doing well at VPs, you're doing something right and just keep at it. Have fun, laugh, enjoy yourself, and try not to be only about the win.

What will you be playing next year?

With all the Legends goodies coming out, I'll definitely be playing Cryx. I don't know which 'caster yet, but definitely Cryx for Templecon '09 and Gen Con '09.

Model/Unit	Points
Lord Commander Coleman Stryker	91
Centurion (Bonded)	113
Lancer	76
Stormblades	84
Stormblade Officer & Standard Bearer	43
Stormguard (8)	88
Storm Lances (3)	93
Major Katherine Laddermore	59
Gun Mage Captain Adept	32
Journeyman Warcaster	25
Stormsmith x2	12 ea.
Rhupert Carvolo, Piper of Ord	22
Total	**750**

HARDCORE: HARD RESULTS

TIM FLANDERS - **MASTER CRAFTSMAN**

Tell me about your army and why you picked that faction/army?

When I was looking at getting back into WARMACHINE from HORDES, I read Darius' story in *Apotheosis* and was hooked because an old Iron Kingdoms RPG character of mine was a bodger. Darius and four heavies—you can't go wrong! I usually don't like painting big things like heavy 'jacks, but I'm too slow at painting to get an infantry army done.

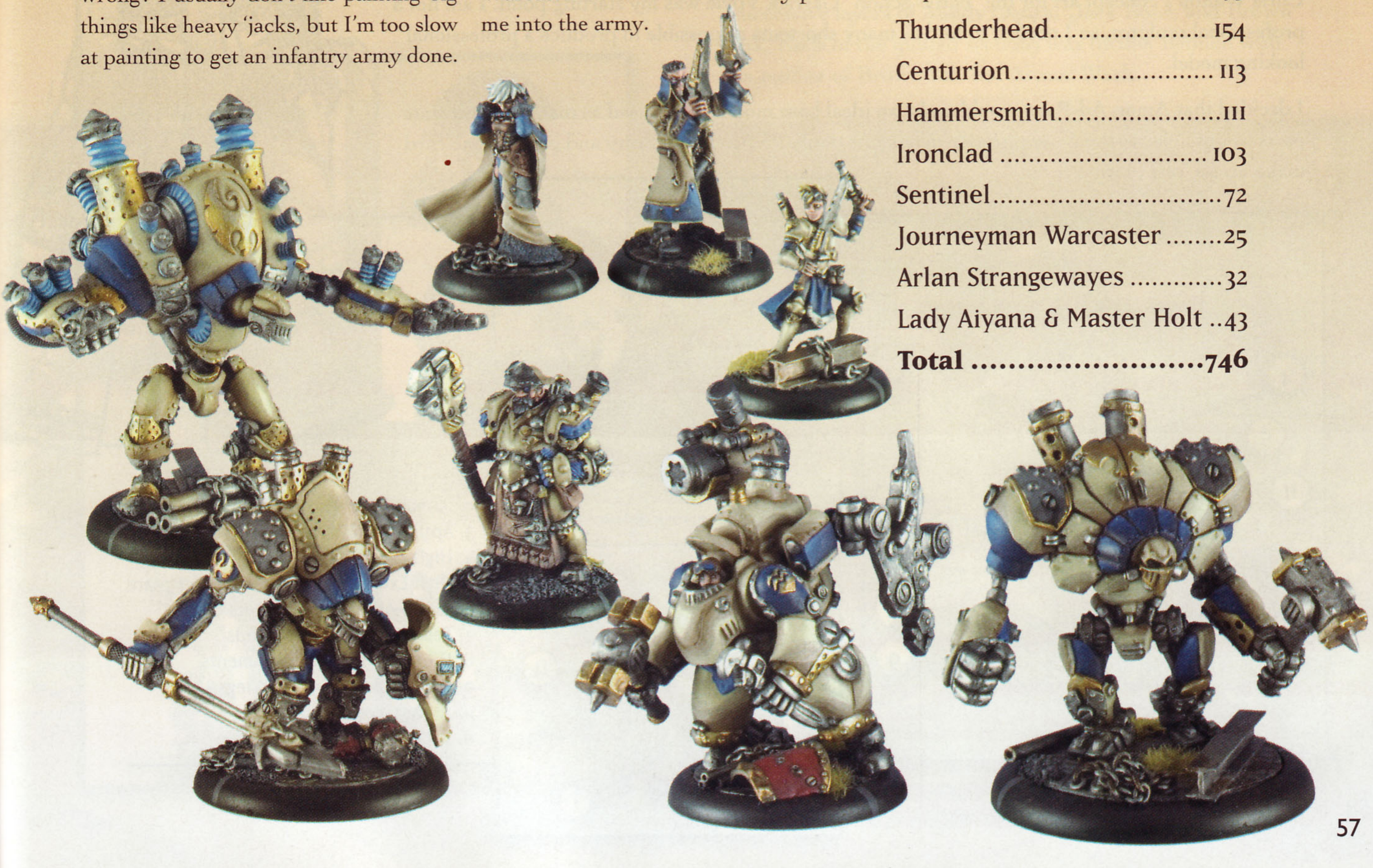
How much time did you spend painting and modeling for Hardcore?

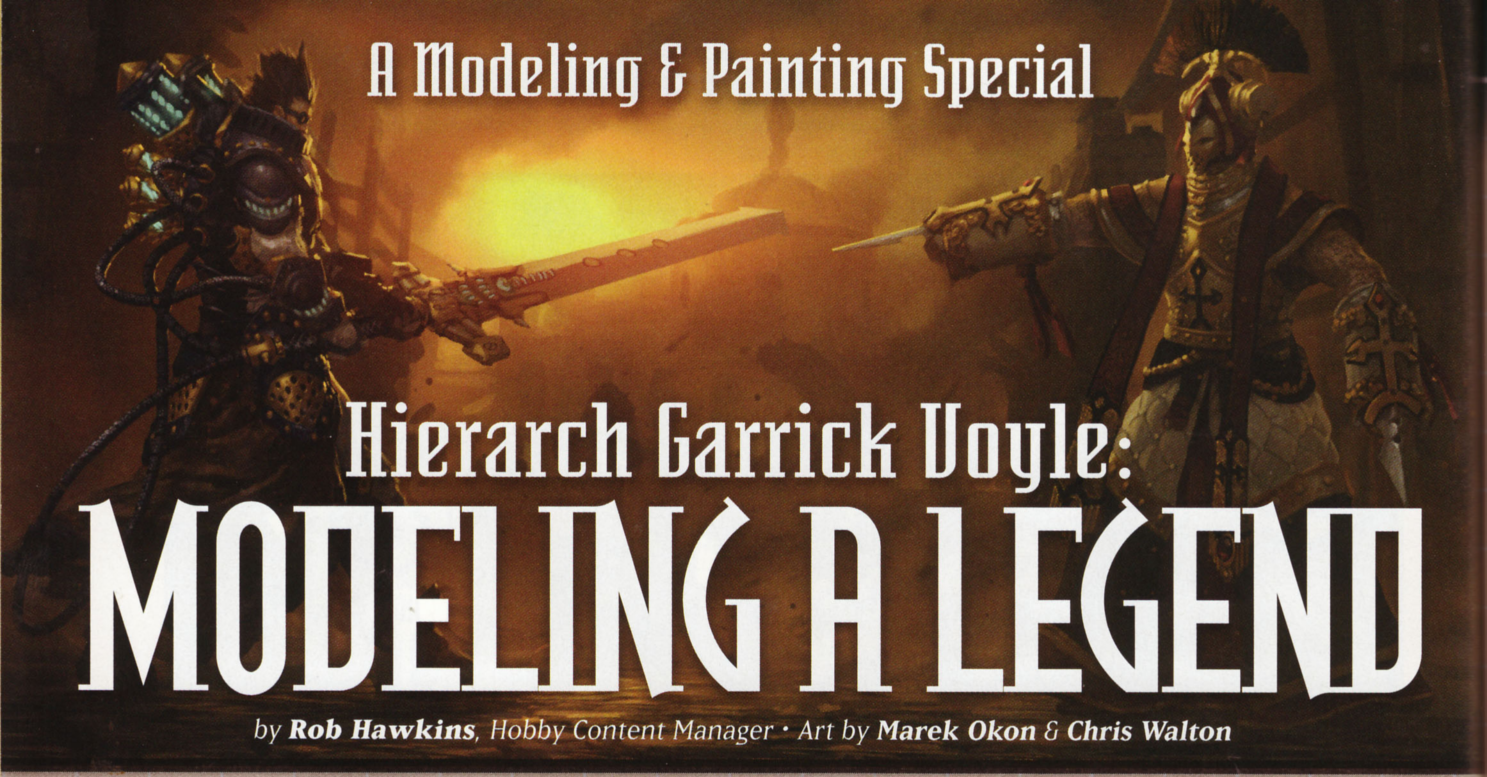
It was basically my main project for six and a half weeks. I didn't want to go with the standard "all blue" Cygnar scheme and khaki and blue just seemed to go together well. I really, really liked painting the alternate Journeyman Warcaster. That was what really pulled me into the army.

What will you be playing/painting next year?

It was a toss-up between Protectorate or Cryx, but then I read *Legends*. All the models coming out are so cool that anything is fair game now!

Model/Unit	Points
Captain E. Dominic Darius	93
Thunderhead	154
Centurion	113
Hammersmith	111
Ironclad	103
Sentinel	72
Journeyman Warcaster	25
Arlan Strangewayes	32
Lady Aiyana & Master Holt	43
Total	**746**



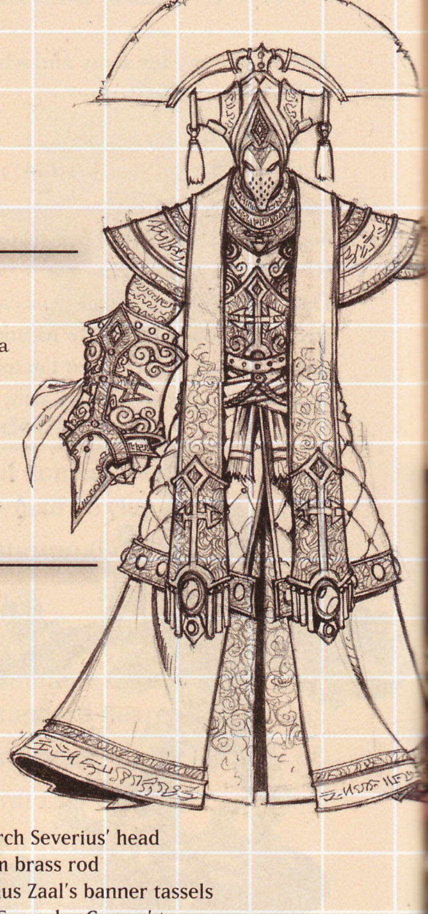


A Modeling & Painting Special

Hierarch Garrick Voyle:
MODELING A LEGEND

by **Rob Hawkins**, *Hobby Content Manager* · *Art by* **Marek Okon** & **Chris Walton**

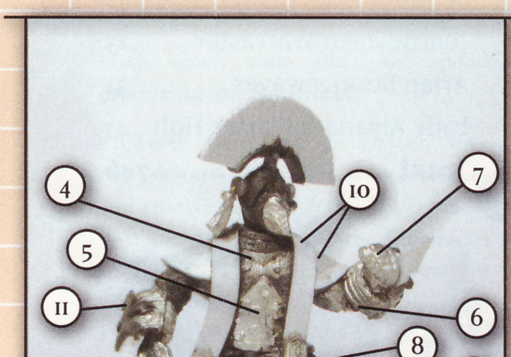
In *WARMACHINE: Legends,* Hierarch Garrick Voyle takes the Protectorate's crusade right to the gates of Caspia and personally squares off with Lord Commander Stryker. Those of you lucky enough to attend Gen Con and PAX got a look at the *WARMACHINE: Legends* diorama, which depicted some key moments from the battle, including the legendary showdown between Stryker and Voyle. Since the WARMACHINE range does not offer a Garrick Voyle model, one needed to be scratch-built for the project. Herein, I will share the secrets of how this unique model came together.

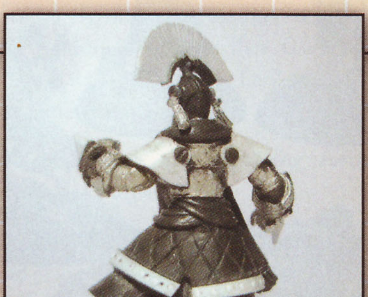


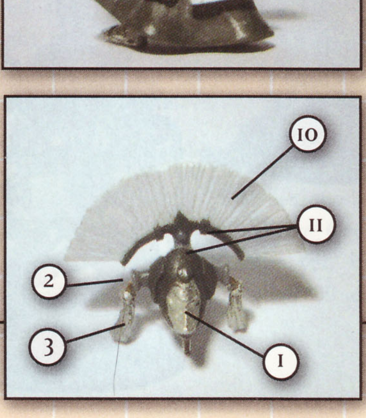
THE GUIDING LIGHT

Chris Walton's concept art for the "battle-action" Garrick Voyle was my starting point. I am not a professional sculptor, so I needed to find as many shortcuts as possible to produce a professional looking model.

I decided that Amon Ad-Raza would make an ideal base model, and I used as many Protectorate parts as possible for the more intricate details. Formula P3 Modeling Putty and polystyrene card make up the rest of the figure.







1. Hierarch Severius' head
2. .50mm brass rod
3. Aptimus Zaal's banner tassels
4. High Exemplar Gravus' torso
5. High Exemplar Gravus' shoulder plate
6. Amon Ad-Raza's gauntlets & arms
7. Temple Flameguard hands
8. Hierarch Severius' vestments
9. Amon Ad-Raza's feet & legs
10. Polystyrene card
11. Formula P3 Modeling Putty

THE CONVERSION

I began by clipping off Amon's large armor plates and sculpting the lower portion of Voyle's robes with Formula P3 Modeling Putty, leaving Amon's skirt showing. Once the putty on the lower robes had cured, I added the quilted skirt overtop using Amon's original skirt as a guide. The riveted trim was added using a thin strip of styrene card, which I had dimpled with a rotary hand sewing punch.

Next, I removed Amon's chest, and built a new torso using Gravus' body and loose shoulder plate (trimmed and filed to a point at the top). I filled the gaps with putty, and sculpted the sash around Voyle's waist. Layers of styrene card were then curved over the top of the torso to form Voyle's shoulder armor and vestments. Using a jeweler's saw, I carefully cut the top layer of detail from Severius' vestments, and glued it into place on Voyle. The fringe and gems were then added using modeling putty.

Each bracer was made from Amon's right gauntlet (the one that isn't wrapped in chain). I replaced the hands with armored Temple Flameguard fists. The punching spikes were shaped out of styrene card, and the Menofixes were sculpted overtop to conceal the joins.

After trimming down the top of Severius' head, I sculpted the headdress detail for Voyle, and ran two brass pins all the way through his head. The vertical .85mm pin became the neck attachment and support for the horsehair crest. The horizontal .50mm pin was bent down on either side, and the tassels were pinned onto the ends.

PAINTING THE DIVINE

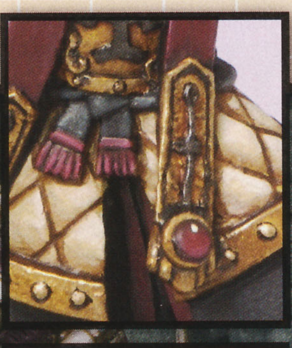
Starting with a mix of Molten Bronze and Umbral Umber, I basecoated all of the metallic areas. This was followed with successive drybrushings of Rhulic Gold and then Solid Gold. I washed the armor with a mix of Brown Ink and Formula P3 Mixing Medium, and then highlighted back up with a mix of Solid Gold and Quick Silver. The punching spikes were basecoated with Cold Steel, and highlighted with Quick Silver along their edges.

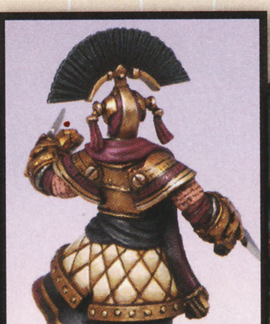
The crest, sash, and robes were basecoated and highlighted up with a mix of Thamar Black, Coal Black, and Greatcoat Grey. A drybrushing technique was used on the horsehair crest to capture the rough texture. At the bottom of the robes, I was careful to leave a thick line of gold showing to create the trim.

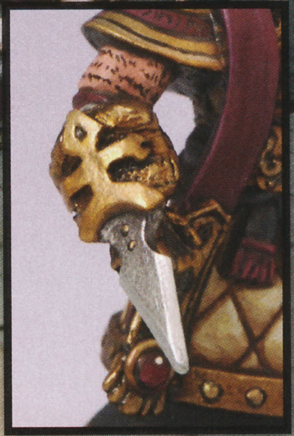
I basecoated the red areas with Sanguine Base, and layered in the highlights with a mix of Sanguine Base and Skorne Red, taking extra care with the trim along the bottom of the robes. The final highlights were added with a mix of Sanguine Base and Sanguine Highlight.

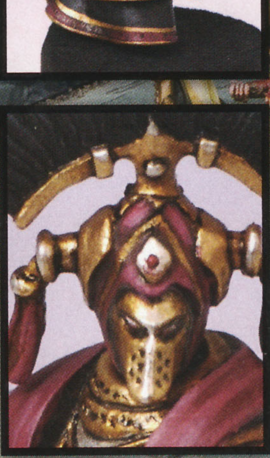
From there, I blackened the negative spaces behind the vestments, and outlined the separate armor plates with a mix of Thamar Black and Brown Ink. For Voyle's skin and armor, the line work and runes were achieved using a Formula P3 Work Studio Brush and a mix of thinned Armor Wash and Thamar Black.

I saved the quilting for last. After basecoating with Menoth White Base, I two brush blended the highlights using Menoth White Highlight, and blended the shadows with successive layers of Moldy Ochre, 'Jack Bone, and Brown Ink. Each of the quilted sections was further defined with an outline of Brown Ink and Armor Wash.









The completed Hierarch Garrick Voyle in action!

WINDS OF CHANGE

A PRIMER FOR STEAMROLLER IV

by **David 'DC' Carl** · Art by **Mark Gibbons, Andrea Uderzo,** and **Sam Wood**

Each new Steamroller format brings change, but 2008 brought more change than most. Understanding what changed and the implications to players forms an important part of making tournaments more enjoyable.

One of the biggest changes in SR4 is the turn time limits. Now, don't hit the panic button yet; SR4 is **not** Hardcore. A 750-point SR4 turn allows a player almost twice as much time as a turn in the Hardcore format. This important change simply guarantees both players a fair shake in terms of the amount of time they get to move their models, make their attacks, and use feats and abilities.

If a turn time limit does run out, the second big change may come into play – the clock extension. The clock extension grants a five-minute failsafe once per game. Many army lists won't need this, but feats like Rolling Thunder and Tide of Blood can really run down a player's time. The clock extension ensures that players don't feel penalized for using Epic Stryker, Rhyas, or other warcasters/warlocks with time-intensive feats.

The third big change is that SR4 event rounds last significantly longer but end with a hard "dice down" rather than a softer "last round." The longer time limits (along with the timed turns) ensure that more games conclude naturally rather than coming down to the buzzer. The last round style involved allowing players to finish out their final turns before ending the game, which gave the second player a turn if last round was called during his opponent's turn. The dice down rule does not give the second player this chance overextend his whole army without fear of retaliation.

Fourth, SR4 has adopted a tiebreak system that does not depend on VPs destroyed but rather on a gauge of what attempt the player has made to win. In some cases, this means VPs of models in the contested region. In others, this means scenario "control points" scored before time runs out. In either case, simply killing a couple of VPs more than an opponent is no longer a certain path to victory. One must fight to destroy the enemy warcaster/warlock or to succeed in the scenario.

If an event uses the official Steamroller prize pack, a final change will come into play – the new Steamroller prize kit. Gone are the faction coins of previous years. They have been replaced with coins for first, second, and third place finishes. This means that a mixed event for WARMACHINE and HORDES will have just three coins up for grabs rather than one for every faction. This change makes the competition for awards more intense and enhances the prestige of winning a Privateer Press event coin.

SEMPER PARATUS

Preparation forms a key element to success in virtually any competitive event, and Steamroller events are no exception. While one does not need to memorize every single model and every single entry in the online FAQ document, a basic understanding goes a long way towards victory.

Familiarity with the format itself is an important first step. Players still learning the basics might struggle with the turn time limits, generous as they seem for veterans. Players unfamiliar with the scenarios should take a long, hard look at what they need to accomplish and when those accomplishments start to count towards a win. Any prospective player would do well to download the free rules from **www.privateerpress.com** and familiarize themselves with the document before the event.

Players should take time to construct a list that functions cohesively and includes models they understand. Rules confusion both slows play and leads to mistakes, and misunderstandings can lead quickly to frustration. A hard-fought game that results in a loss is one thing, but a game lost by putting a low-ARM warcaster too close to a Bloat Thrall or Cleanser can be really disappointing. Knowing one's army well forms an cornerstone to successful tournament play, and practicing with the exact army in question provides significant insights into the strengths and weaknesses.

Finally know your enemy. While it's rarely practical to know every model's stats, it is *very* beneficial to understand the core functionality of common models. Most warcasters and warlocks have just a few defining spells and abilities to go with their feats. Most solos, warjacks, warbeasts, and units have just one or two commonly used, key abilities. As with learning an army's strengths and weaknesses, experience always teachers best. Playing against Krueger and some Woldwardens, for example, can school you far faster than simply reading *HORDES: Primal*.

ALTERNATE LISTS

The option to bring two separate lists to a Steamroller event continually elicits polarized views among players. Some consider it a cop-out or even downright unsportsmanlike, others consider it an integral part of the tournament experience, and the majority falls somewhere in between.

In mixed WARMACHINE and HORDES play, the alternate list can simply serve to tweak a few elements to gear the primary list more towards on game or the other. This can vary from simply switching Eiryss out for Alten Ashley to switching from a Mortenebra army tooled to use Death Race for slaughtering living warbeasts to using a Deneghra assassination army for crippling and destroying enemy warcasters.

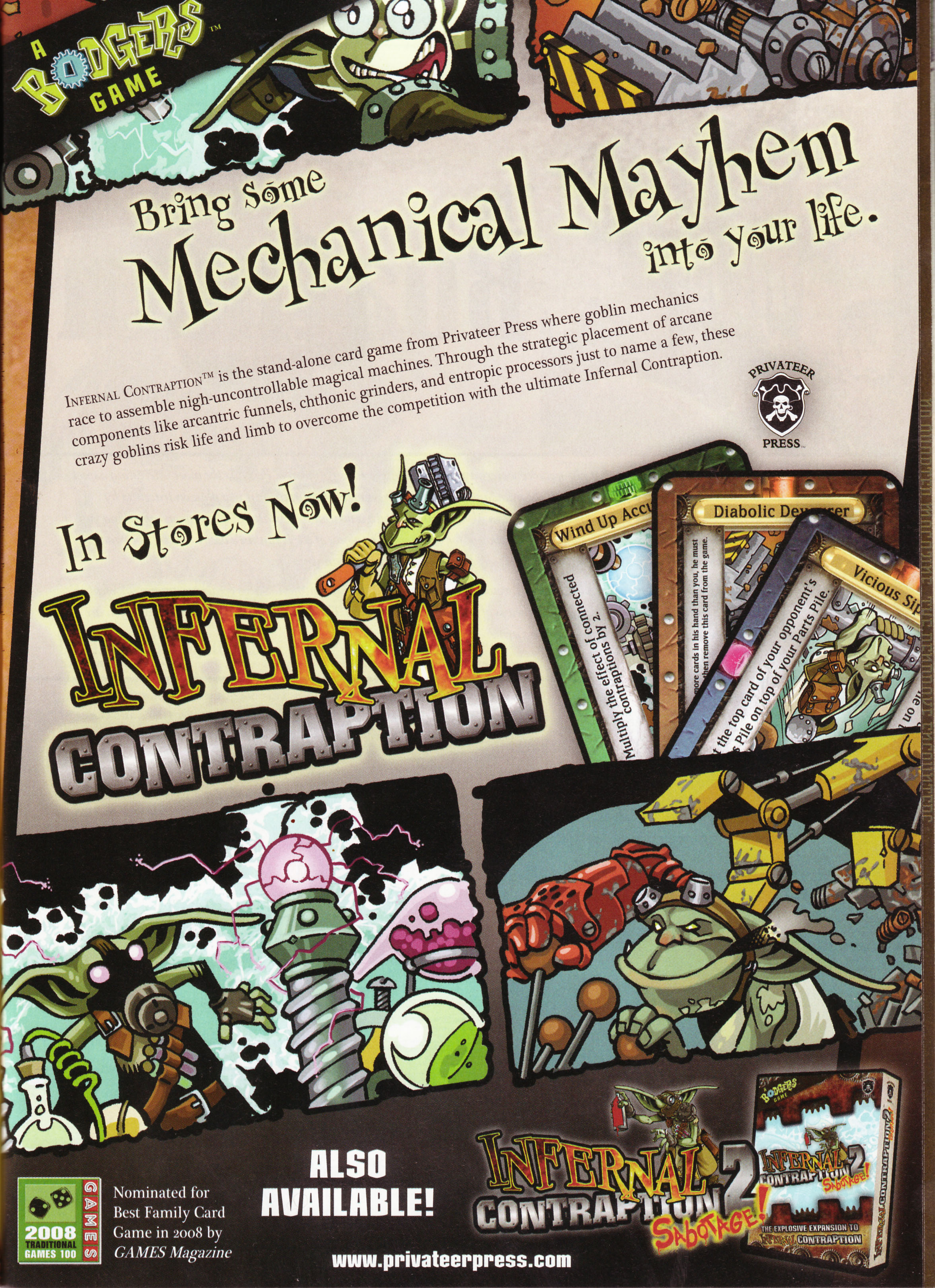
Other players gear the alternate list towards particularly tough match-ups. Caine, for example, is a rock solid warcaster, but many Caine armies have relatively limited ways of dealing with a few really hard targets or models that can effectively deny ranged attacks. In this case, Darius makes for a good alternate list. Not only do Darius lists typically excel at dealing with hard targets, but they also tend to rely less on firepower than on melee. When using this option for building an alternate list, carefully consider the capabilities of the models and units in the primary list, and tailor the other list to cover any holes in the offense or defense.

focus on expanding board control versus scenarios that focus on consolidating board control. This allows you to build the alternate list for specific scenarios. Scenarios like Mosh Pit allow hardy, resource-intensive models like the Behemoth to shine: it makes a difficult target for an enemy to move or Slam and can pummel or shell anything brave enough to step into the pit. Scenarios like Contested Ground, on the other hand, allow inexpensive solos to shine by flitting around the battlefield to claim board regions currently free of carnage.

One somewhat odd choice for an alternate list creating a list simply to keep opponents off-guard. Selecting a list to fight an army that might have a Warpwolf or a Gnarlhorn Satyr presents little challenge. Choosing the "right" list gets far tougher when an opponent has a Kaya warbeast list and a Morvahna warrior list.

CONCLUSION

Tournament play can be a very rewarding experience for the players involved, and facing a new format should not feel daunting. The best tournaments are a healthy combination of competition and sportsmanship, hard-fought battles fought by honorable tabletop generals. Hopefully, this article has given an informative glimpse into the Steamroller 4 format and made the prospect of attending such an event something to consider the next time the Steamroller comes smashing into town.


A BODGERS™ GAME
Wind Up Accu
Multiply the effect of connected contraptions by 2.
Diabolic Dev
more cards in his hand than you, he must then remove this card from the game.
Vicious Sip
the top card of your opponent's Pile on top of your Parts Pile.
ALSO AVAILABLE!
INFERNAL CONTRAPTION 2 SABOTAGE!
THE EXPLOSIVE EXPANSION TO INFERNAL CONTRAPTION
GAMES 2008 TRADITIONAL GAMES 100

Bring Some Mechanical Mayhem into your life.

Infernal Contraption™ is the stand-alone card game from Privateer Press where goblin mechanics race to assemble nigh-uncontrollable magical machines. Through the strategic placement of arcane components like arcantric funnels, chthonic grinders, and entropic processors just to name a few, these crazy goblins risk life and limb to overcome the competition with the ultimate Infernal Contraption.

PRIVATEER PRESS™

In Stores Now!

INFERNAL CONTRAPTION

Nominated for Best Family Card Game in 2008 by *GAMES Magazine*

www.privateerpress.com

The Pendrake Encounters lets you tag along with adventuring scholar extraordinaire Viktor Pendrake and his various pupils as they explore and investigate the lands and creatures of Immoren. To fully utilize these encounters, you will need copies of Monsternomicon, Vol. 1 *and* Monsternomicon, Vol II.

The Pendrake Encounters:

The Boatman

By **Luke Johnson** · Art by **Brian Snoddy**

Boatmen are odd creatures that ply secluded waterways throughout the Iron Kingdoms. Perhaps the most interesting aspect of the boatman is its fascination with the mundane. Should you encounter a boatman, or if you plan on traveling by river in unsettled lands, you must remember: You can always bargain with a boatman. A boatman seizes upon something you own, and the creature will grant you your life in exchange for this item. The object of the boatman's desire seems to be random; however, no matter the item's value, odds are good it is worth considerably less than your life.

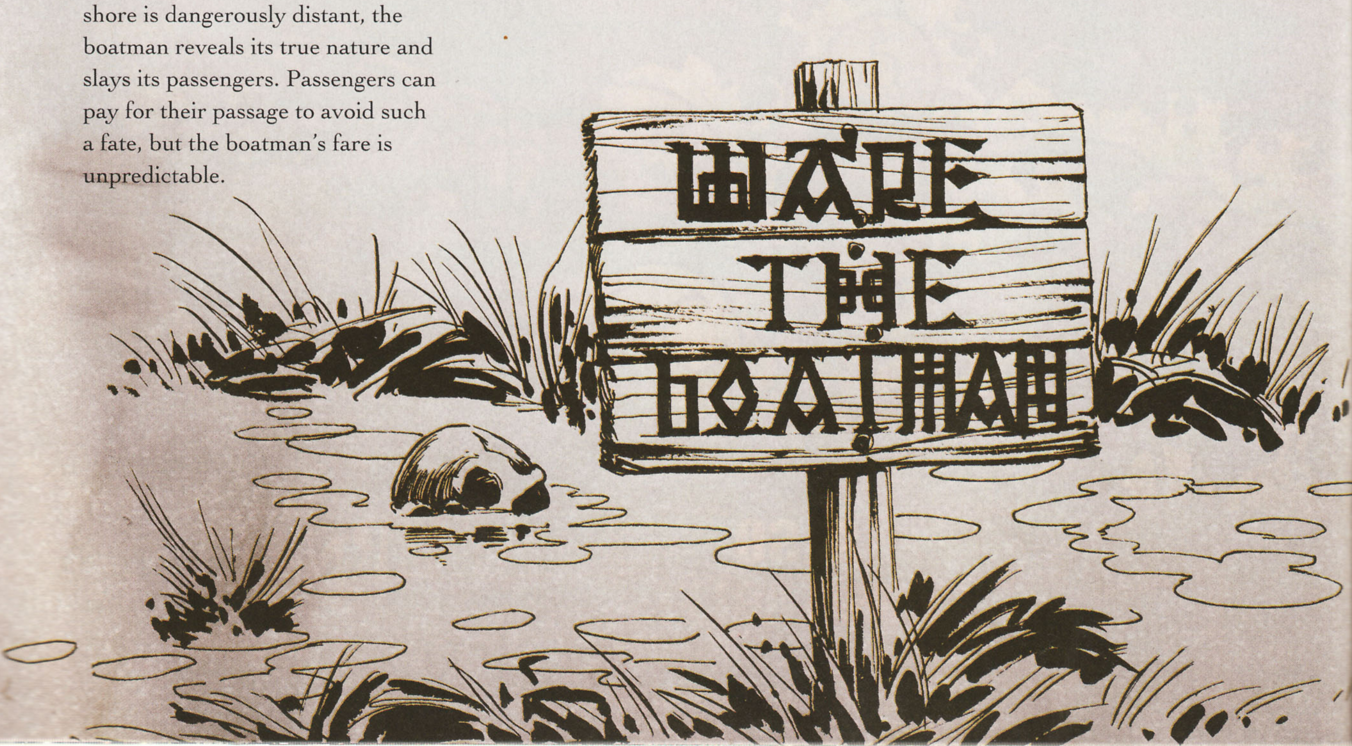
Some have asked me under what circumstances I would advise doing battle with a boatman. These creatures are not undefeatable, but you must realize that the battleground is always of the boatman's choosing. Cross blades with the creature only if you are sure of foot and possessed of a strong swimming arm.

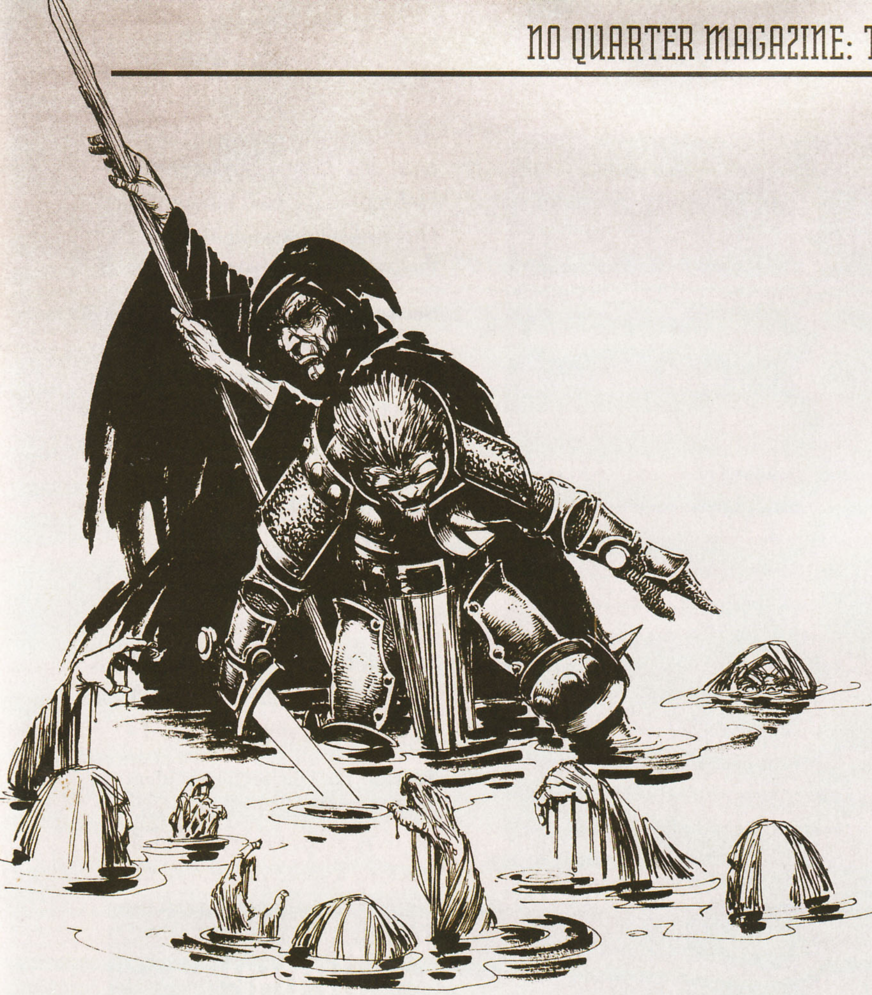
—Viktor Pendrake

A boatman is a devious creature that prowls the Iron Kingdoms' waterways. Its mode of attack is unique: It creates a mystical ferryboat and guides it to a traveler (or travelers) in need of such a service. After the shore is dangerously distant, the boatman reveals its true nature and slays its passengers. Passengers can pay for their passage to avoid such a fate, but the boatman's fare is unpredictable.

This encounter for four PCs of 7th level takes place on a river in some sparsely settled land. The river can be virtually anywhere. The default setting is the nameless river north of New Larkholm in Cloutsdown Fen and leading north into the Gnarls.

This encounter requires the *Iron Kingdoms Character Guide* and the *Monsternomicon Vol. 1* (the boatman—with progeny—appears on pgs. 14–17).





Encounter Background

The boatman lives in this area and preys on the occasional traveler.

What brings the PCs to this area up to you and your players. Some ideas include:

- The PCs are on their way to or from a destination relating to their current or previous adventure.
- Rumors say that a rogue necromancer fled New Larkholm to hide in the Gnarls. The PCs go to hunt him down before he brings more evil to Cygnar.
- The trolls of the Gnarls have lost some of their number to a "spirit of the waters". They have become superstitious about the river, which is bad, because they use it as a source of water and fish. They ask the PCs to placate the spirit.
- A nobleman's willful daughter ran away from home and vanished in the Gnarls. The frantic nobleman hires the PCs to return her. She might still be safe somewhere, or she may have become a progeny of the boatman. Alternatively, the PCs might find her safe (relatively) and encounter the boatman upon their return; the price the boatman asks for their safe passage is the woman.

The River (EL 10)

When the PCs reach the river, read or paraphrase the following.

Read Aloud:

The trees here nearly blot out the sky, and a brackish smell of mud and rot drifts in the air. Ahead you can hear the sound of a river moving slowly under the dense canopy. Huge trees rise on each side and trail moss into the muddy water. The river is wide, though, and it is impossible to say how deep. Mist rolls across its surface and obscures the water and much of the far bank. In the patches you can see, fish and stranger things occasionally break the surface.

Characters who make Knowledge (geography) (DC 20) or Knowledge (nature) (DC 25) checks realize that the river enters a series of rapids not far downstream, including a couple of waterfalls. Characters who previously consulted a map or who can actively refer to a map may receive a circumstance bonus on this check (+2 to +8, depending on the map's quality and accuracy).

Conditions

Unless the PCs are especially soft-footed and moving slowly through the woods, the boatman hears them. You might also decide that he happened to be using *clairaudience/clairvoyance* on the lone path in this area when the PCs approached. The creature might also have used a *divining coin* to target them.

After detecting the PCs, the boatman moves to the river and summons the boat of shades. The creature then uses its *fog cloud* and *disguise self* spell-like abilities and waits for the characters to appear.

As the PCs stand on the bank running through their options, the boatman poles the boat out of the fog. You might have the PCs make Spot checks (DC 15) to notice the boat, then read or paraphrase the following:

Read Aloud:

A shadow looms from the fog and resolves into a humanoid figure on a raft. The figure wears a wide-brimmed hat and guides the raft with a long pole. As the craft approaches, you see it is a human man with a weathered face. He smiles, and his few teeth are brown and unhealthy-looking.

"Well," he says. "Good afternoon, folks. Don't see too many travelers in these parts. My name's Jarrick Malo. Live not too far from here. You need a lift?"

The boatman has used this identity before and has fleshed out "Jarrick Malo" in some detail. The character left civilization because city life was too hectic for him. Now he lives in the Gnarls and subsists on fish, berries, and whatever else he can hunt and gather. He and the local trolls leave each other alone, generally. He considers himself a "tough old bugger," and he brandishes a rusty rifle (stolen from a victim a year ago) to prove it. He claims he was out on the river fishing (he even has a basket of fish) when he noticed the PCs. If the characters are suspicious of Jarrick, the boatman has a +10 bonus on Bluff checks.

The River

Ideally, the PCs need to travel down the river as well as cross it to get where they're going. The river is divided into sections on the map, and the sections have the properties described below. The boatman lets the current take the boat. He only guides it to keep it in the center. The river is 25 feet deep throughout.

Section A: The river is calm. It moves at a speed of 5 feet per round. During this time, "Jarrick" makes conversation with the PCs.

Section B: The river moves at 10 ft./round.

Section C: The river moves at 20 ft./round. Characters can make Spot checks (opposed by the progeny's Hide checks of +6, which includes a circumstance bonus for the fog and for being under water) to notice the progeny, which gather about the boat. They can make additional Spot checks (DC 20 including the penalty for the fog) to notice large rocks on the river ahead of them. PCs distracted by the boatman's talk suffer penalties on these checks at your discretion.

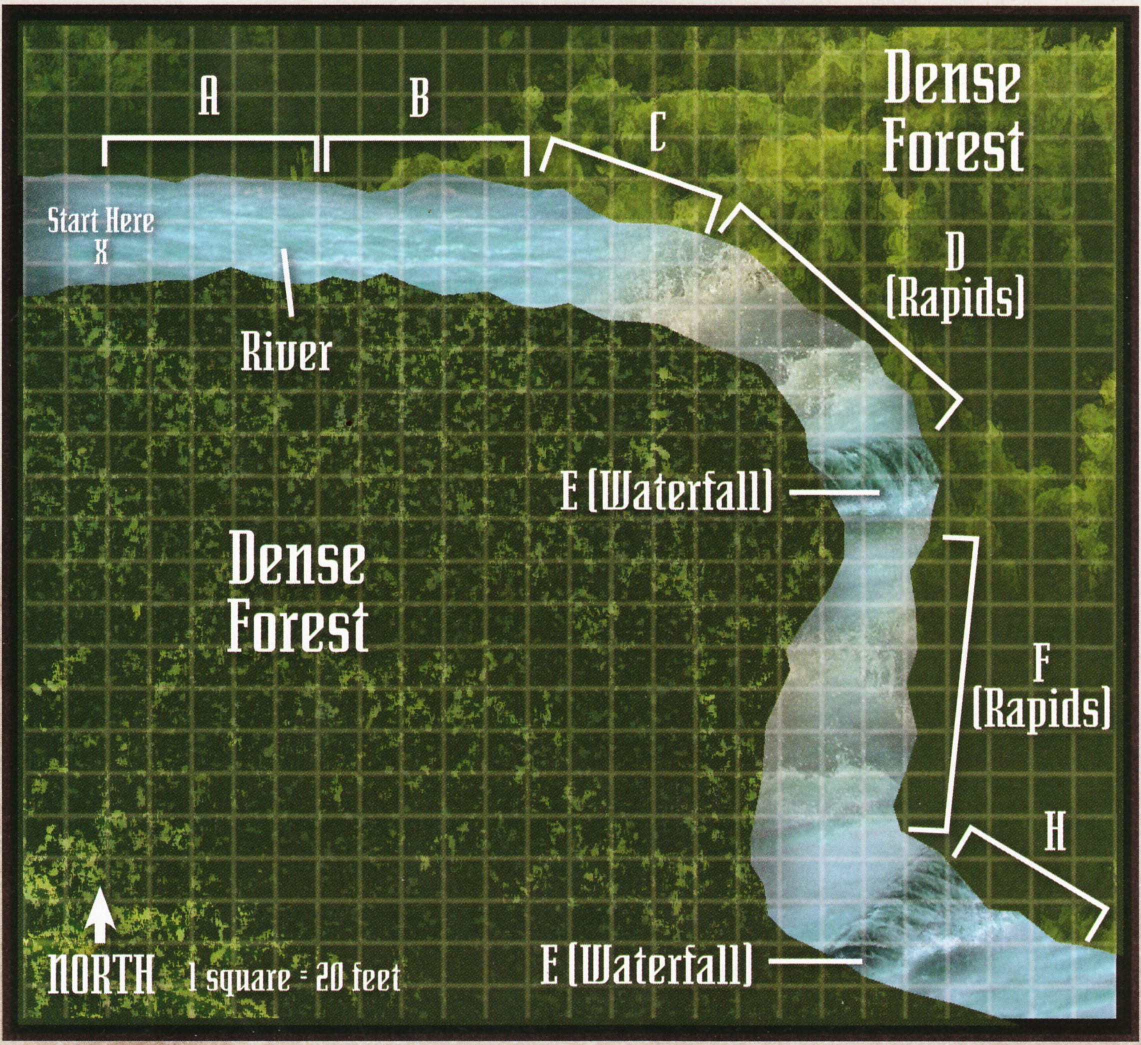
Section D: This section begins the rapids. The river moves at 25 ft./round. Large rocks rise from the river; the boat crashes into them and tosses and twists in the current. Characters must make Balance checks (DC 10) each round on their turns. Failure means the character must spend one move action keeping his balance or fall prone. Failure by 10 or more means the character is tossed over the side. The boatman (and progeny hiding among the rocks) attacks when the boat enters the rapids. Characters in the water must make Swim checks (DC 15) each round to avoid taking 1d6 points of bludgeoning damage from the rocks and the water.

Section E: This waterfall plunges 50 feet. If the boatman has not already left the boat, it dives off as the craft crests the fall, using its Swim skill to mitigate the damage. The progeny do the same. (A Swim or Tumble check (DC 20) eliminates all damage from the fall).

Section F: This section is identical to section D.

Section G: This second waterfall is even larger. At 70 feet high, it makes an impressive sight.

Section H: This section is identical to section C. After this section, the river calms again, eventually reaching a speed of 5 ft./round.



Further Adventures

The events in this encounter can lead to other encounters or more detailed adventures. Some possibilities include:

- The PCs discover another article of treasure on the boatman, an item that leads them to the next adventure you have planned for them or that has implications later on.
- One of the boatman's progeny is the noblewoman Maethra Jass — a woman no one knows is dead, because she is seen regularly around Corvis.
- If the PCs bargain with the boatman and hand over some item, the creature might have certain dark plans for it that could be troublesome for the PCs in the future. Even if the boatman has no plans for the object, one of the PCs' enemies could slay the boatman and take it.

Creatures

Remember that characters can use Monster Lore to realize some important points about the boatman.

Boatman: hp 65. See the *Monsternomicon, Vol. 1,* pgs. 14–17, for the boatman's statistics.

Normal progeny (15): hp 9. See the *Monsternomicon, Vol. 1,* pgs. 16–17, for the progeny's statistics.

Troll progeny: CR 6*; Large undead; HD 5d12+3, hp 35; Init +3; Spd 40 ft., swim 30 ft.; AC 20, touch 12, flat-footed 17; Base Atk +5; Grp +16; Atk +11 melee (2d6+10, spear); Full Atk +11 melee (2d6+10, spear) and +6 melee (1d8+3, bite), or +11 melee (1d6+7, 2 claws) and +6 melee (1d8+3, bite); Space/Reach 10 ft./10 ft.; SQ progeny weakness, undead traits; AL LE; SV Fort +5, Ref +7, Will +2; Str 24, Dex 16, Con –, Int –, Wis 6, Cha 8.

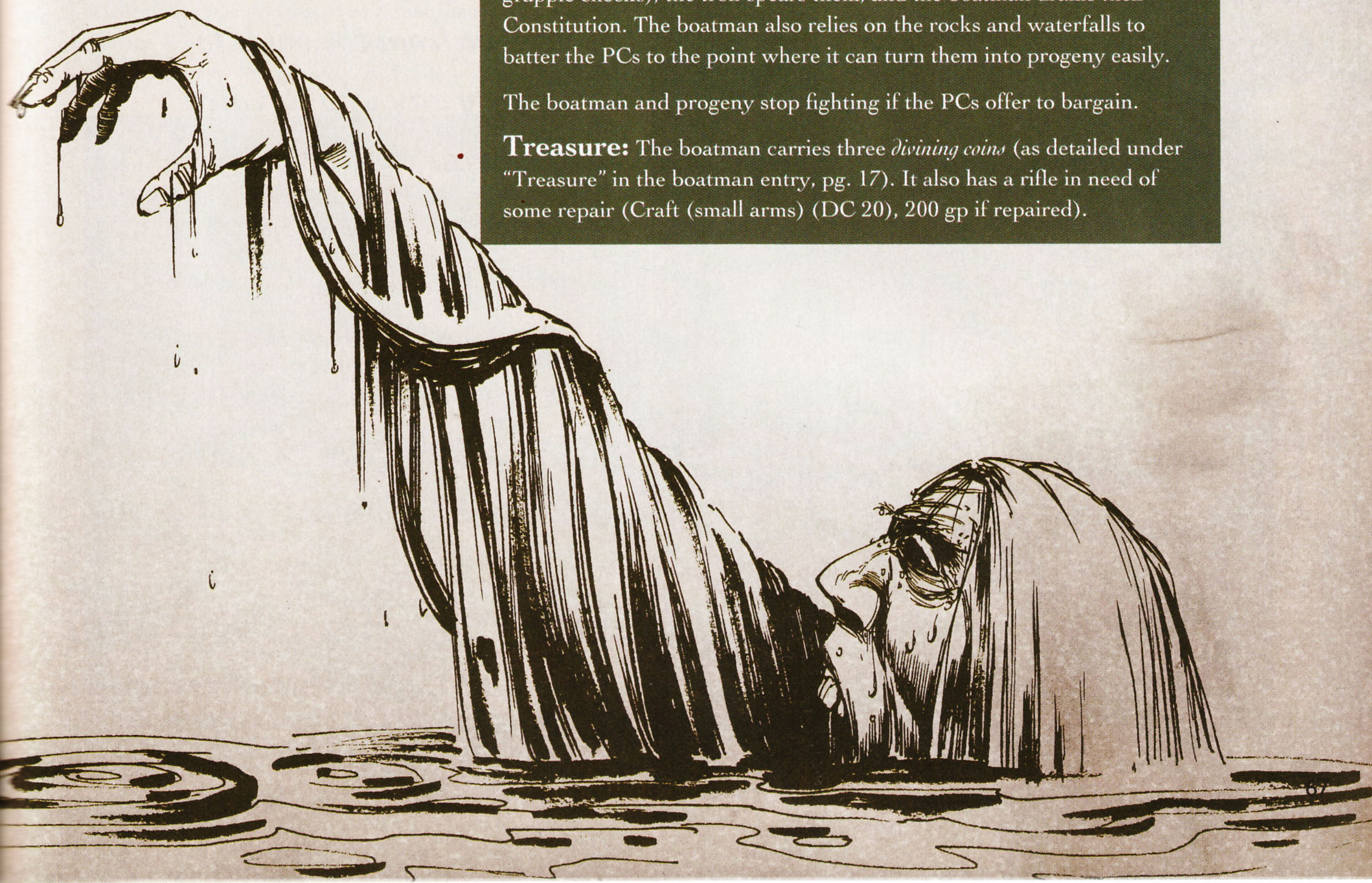
Skills and Feats: Swim +15; Alertness, Improved Initiative, Endurance, Great Fortitude^{B}, Toughness.

** Note that the transition to progeny eliminates many of the troll's advantages (such as regeneration and a high Constitution score) and thus does not increase its Challenge Rating.*

Tactics: If the PCs prove difficult, the boatman dives into the river, where it has a considerable advantage. The boatman and its progeny attempt to tip the raft and spill the PCs into the river. This is a Strength check (with the troll progeny attempting the check with its +7 Strength modifier and the boatman and the other progeny assisting with aid another actions), and the result is what the PCs need on their Balance checks to avoid falling prone. PCs who fail by 5 or more fall into the river. Once in the river, the progeny attempt to drag them under (with grapple checks), the troll spears them, and the boatman drains their Constitution. The boatman also relies on the rocks and waterfalls to batter the PCs to the point where it can turn them into progeny easily.

The boatman and progeny stop fighting if the PCs offer to bargain.

Treasure: The boatman carries three *divining coins* (as detailed under "Treasure" in the boatman entry, pg. 17). It also has a rifle in need of some repair (Craft (small arms) (DC 20), 200 gp if repaired).



Secrets of the Wild: Nature's Wrath

The secretive druids of western Immoren emerge from the wilds to destroy any who threaten the natural order or their own inscrutable plans. With mighty beasts of flesh and stone and some of the most powerful magic available, few can stand before the might of the Circle Orboros.

Circle Oboros Tactics in HORDES

by **David 'DC' Carl** · Art by **Andrew Arconti**, **Andrea Uderzo**, and **Brian Valenzuela**

1. Fury Management

The Circle Orboros may not have a unit or solo capable of storing or creating fury like the other HORDES factions, but they still have a broad range of fury management tools at their disposal.

With the exception of Morvahna, the task of keeping Circle warlocks well supplied with fury rests solely in the hands of their warbeasts. The Gorax certainly bears mentioning here, as it is second to only the Shredder lesser warbeast in terms of fury gained relative to points spent. This 57-point light warbeast is an excellent choice in smaller games and can allow Circle players the option of running infantry heavy if they so desire. The elemental construct warbeasts (Woldwarden, Woldwatcher, and Woldwyrd) also provide desirable fury bank warbeasts as they do not frenzy. This matters little on some turns, but can be a real boon when dealing with feats such as Pain & Agony or Dhunia's Wrath. Shifting Stones and Warpwolves can also assist with fury management by healing warbeasts without draining a warlock's fury.

The Circle Orboros also has the tools necessary to keep warbeast fury generation in check. Between the aforementioned elemental constructs and the Primal animus, Circle players largely ignore warbeast typical fury management considerations, even when their warbeasts have fury remaining after leaching. Warbeast fury management is vastly enhanced by Circle's exceptional fury efficiency—animi like Primal, Undergrowth, and Arcane Killer increase the chances to hit and allow you to force a warbeast for additional attacks rather than boosting hit and damage rolls. The ability of so many Circle warrior models to increase their hit rolls via CMA, CRA, Ambuscade, Prey, Heart Eater, The Hunt, and Fury Linked lets warbeasts focus on buying more attacks against low-DEF targets, instead of boosting to hit targets with higher DEF.

2. Safety First

With Morvahna and Kaya sitting at ARM 13 and Krueger and human Kromac at ARM 14, warlock safety is paramount for the Circle Orboros. Every Circle warlock possesses Pathfinder, making it easy to protect them by utilizing terrain. Whenever possible, combine forests or concealment effects with cover, cloud effects, or screening to make it as difficult as possible for your opponent to snipe your warlock from a distance.

The Undergrowth animus is an extremely valuable tool in warlock protection. It provides concealment, effectively prevents charges by models that cannot ignore rough terrain, and imposes -2 DEF on enemy models in its area. At a cost of only two fury, Undergrowth should surround a warlock any time that fury management allows.

Vigilance is another noteworthy animus for warlock protection. Vigilance not only grants warlocks the ability to destroy an attacker with low survivability before its attack can resolve, but allows the warlock to escape a powerful foe. Transferring one free strike is far better than transferring a whole pile of powerful attacks, much less losing a warlock!

Lastly, simple meat shields provide a significant deterrent to melee assaults on Circle warlocks. Shifting Stones make excellent blockers, as they are difficult to take out with ranged attacks and can easily maneuver to shut down charge lanes via Shifting.

Beasts of Wood and Stone

Woldwarden
Woldwatcher
Woldwyrd

The elemental constructs serve not only as versatile warbeasts with powerful animi but also as a safety valve for excess fury in the Control Phase.

With so many Minion options, canny Circle of Orboros players can make use of their faction abilities alongside Minion abilities to really enhance the effectiveness of their tactics. A Blackclad Wayfarer and Bog Trog Ambushers work well in concert.

3. Army Building Challenges

The clearest army-building challenge facing Circle players is balancing the two types of Circle warbeasts. Living warbeasts and elemental constructs each have strengths and weaknesses that influence the remaining army selections. Elemental constructs provide exceptional utility, but are harder to heal and are less powerful in a straight-up brawl. Living warbeasts hit hard and have staying power, but tend to possess more narrowly focused animi and abilities.

Model synergy also adds to the competition for limited horde points. A Gorax works better alongside additional living warbeasts to gain maximum benefit from the powerful Primal animus. A Pureblood Warpwolf plays stronger with one or more additional Warpwolves. Elemental constructs rely heavily on Shifting Stones to restore damage and make up for their inability to run.

The desire for all of these great, synergistic warbeasts sometimes cascades into another army-building challenge: fitting in Circle units. When creating a warbeast-heavy list, lean towards warrior models/units capable of dealing with numerous lightly armored foes at a time, while the warbeasts handle the heavier threats.

4. Hired Help

With the exception of Morvahna, the Circle Orboros has far more minion-friendly warlocks than the Trollbloods, Skorne, or Legion. A few spells and abilities exclusively aid Circle warrior models, but for the most part, Circle warlocks play well with the free agents of the wilds.

The Circle Orboros claims a broad selection of minion options. Every minion from Primal and Evolution will work for the Circle, and that versatility is an effective tool. Minions can cover holes in an army list's offense or defense. Farrow Bone Grinders lend additional spell range to armies weak in long-range power. Alten Ashley and Feralgeists are low-cost solos that can influence the movement of enemy warbeasts when playing low model count Circle lists.

Conversely, minions can complement existing strengths. Bog Trog Ambushers can enhance the fast offense of Bloodtrackers and Wolf Riders. Swamp Gobber Fog Bellows combine their AOE with forest AOEs to drastically alter lines of sight. A Gatorman Posse works alongside Tharn Ravagers to cross water terrain features while their allies cross woods. Consider potential minions from both angles to make strong selections for any given army list.

5. Masters of Magic

The Circle Orboros possesses a broad and deep command of magic. On one hand, Woldwardens, Druids of Orboros, and Druid Wayfarers can cast spells, the Pureblood Warpwolf has the only animus that causes magic damage, and numerous models have Wraith Bane attacks or equivalent effects. On the other hand, Druids of Orboros, Woldwyrds, Tharn Ravager Shamans, and Sentry Stones can drain or nullify magic in some way, shape, or form.

This combination of offensive and defensive magical strength should influence the building of every Circle army. Many foes rely heavily on their spells, and the ability to turn those blessings into a curse is a powerful weapon indeed.

6. Guerilla Warfare

Abilities that create or manipulate terrain, coupled with teleportation and movement abilities, make the Circle Orboros outstanding guerilla warriors. Even tables fairly sparse in terrain features can quickly erupt with wood and stone when the Circle hits the table.

Beyond the terrain-oriented abilities, spells, and feats common among the druid warlocks, Circle warbeasts and warriors bring numerous terrain-related abilities to the table. Woldwatchers and Mannikins create forests, the Woldwarden creates concealment, and Druids of Orboros create cloud effects. Couple these abilities with concealment, clouds, or swamps from minion models, and the Circle easily molds the battlefield to fit its purposes.

The Circle's teleportation and movement abilities that accompany their terrain-shaping abilities go far beyond merely ignoring movement penalties with Pathfinder, All Terrain, and Advance Deployment. Abilities that exploit terrain, such as Camouflage and Tree Walker, add a greater dimension the Circle's board control. Vigilance, Reflex, Shifter, Counter Slam, Mass Carnage, and Blood Thirst all combine some sort of movement with at least one attack. Spirit Hunter, Hunter, Howls, Scent, and Storm Beacon remove restrictions such as LOS, terrain, unit formation, and incorporeal from attacks and let the Circle strike enemies normally safe from attack. Effective use of each of these and other abilities can leave an opponent with few targets and fewer safe places to position his own models.

Kaya the Wildborne

More connected to feral warbeasts than her human peers within the Circle, Kaya the Wildborne possesses great strength in commanding mighty beasts on the field of battle.

Fury Management

While 6 FURY feels a bit light for a warlock geared towards leading living warbeasts, the Calm ability and Wild Mastery feat make Kaya's fury management a bit less taxing than her stats imply. The Pack Hunters ability increases the efficiency of forcing multiple warbeasts against hard targets. A single melee hit by one warbeast grants an attack and damage bonus to every melee attack made by the next. The Gorax's Primal animus also plays a key role in a Kaya army by both increasing fury efficiency with automatically boosted attacks and dictating in advance which warbeast frenzies on the following turn.

Warbeast Preferences

Two or three living heavy warbeasts commonly appear in Kaya lists. The Warpwolf, Pureblood Warpwolf, and Gnarlhorn Satyr all make excellent warbeast choices. They hit hard, hit often, and benefit greatly from Rager and/or Spirit Door. The Gorax is another excellent selection for the Primal animus, as well as leaving a hard target vulnerable to his pack mates due to Pack Hunters. Kaya makes excellent use of the Argus for early Pack Hunter stacking, locking down targets with Doppler Bark, and ridiculous mobility with her Spirit Door spell. Elemental constructs typically serve a more utility role in Kaya lists than the beat-down role of the living warbeasts.

Army Composition

Beyond a pack of ferocious warbeasts, Kaya benefits greatly from Sentry Stones. The Mannikin's Forest Growth ability alone is an invaluable tool for reshaping the battlefield to protect the pack. Abilities that increase movement, defense, or staying power—like the Wayfarer's Storm Beacon, the Shifting Stones' Restoration and Teleportation, and the Swamp Gobber's Cloud Cover and Fog Cloud—greatly enhance Kaya armies. Beyond those selections, warrior choices should focus on dealing with numerous light enemies while warbeasts handle tougher threats—Wolves of Orboros and Bloodtrackers, two of the less expensive units in the Circle arsenal, suit this role well while leaving plenty of points for Kaya's warbeasts.

Play Style

Kaya lists must generally close to melee. You generally want to advance under the cover of woods, mist, and fog then unleash a pack of snarling warbeasts upon the Circle's foes. Spirit Fang, Primal, and Pack Hunters all make an enemy easier to hit and allow powerful Circle warbeasts to tear it to shreds. Kaya can also play a Spirit Door assassination game. Kaya does the wet work herself fairly well by raining down blows using her Wild Mastery feat to potentially gain 13 attacks. Using Spirit Door to teleport in a warbeast under the effects of Primal prove more effective, especially against high-DEF or ARM targets. The beast attack works really well against warcasters, since they fall faster to a couple big hits than a rain of lighter ones. Remember, however, that Kaya is one of the more fragile warlocks. Only involve her in the battle personally when she can teleport to safety or when the situation becomes truly dire.

Baldur the Stonecleaver

Baldur the Stonecleaver taps into the power of the earth to lend strength to his warbeasts of wood and stone. His balanced mix of spells to support his friends and thwart his foes combined with a powerful board control feat means that few can impede Baldur's progress for long.

Fury Management

Like Kaya, Baldur's FURY 6 can be a bit deceiving. His Elemental Mastery ability allows elemental constructs to charge or perform power attacks without being forced. This increased fury efficiency combined with the constructs' ability to never frenzy means that Baldur can really tip the "risk management" scales of HORDES in his favor.

Warbeast Preferences

It really goes without saying that Baldur's Elemental Mastery ability lets him favor elemental constructs over other warbeasts. Woldwardens, Woldwatchers, and Woldwyrds often form the core of Baldur lists, and all three warbeasts have abilities and animi to assist with Baldur's already impressive board control. A Warpwolf or Satyr makes a good target for the Earth's Blessing spell. A Gorax can provide late-game fury, since elemental constructs tend to have lower FURY for their points than living warbeasts.

Army Composition

Baldur lists benefit greatly from models that shapes the face of the table's terrain or models that can strike from within or beyond woods. Models like Sentry Stones, Druids of Orboros, Swamp Gobbers, Farrow Bone Grinders, and Gatorman Posses enhance Baldur's table control, while models like Tharn Ravagers, Reeves of Orboros, and Tharn Wolf Riders can take maximum advantage of the table's shifting terrain.

Baldur's Stone Skin spell is worthy of special consideration during list construction. This powerful buffing spell has numerous drawbacks. In addition to the obvious -1 SPD and DEF, Stone Skin prevents models from charging, a significant penalty in a faction with Powerful Charge, Cavalry Charge, and Wild Hunt, along with losing the additional damage die from charging. Tharn Bloodtrackers make an excellent choice for the spell, however, since Ambuscade (as an advance with a movement bonus) slips through the cracks of "no charging". The reduced DEF is also of fairly minor concern to this Stealthy unit, while the ARM bonus allows them to shrug off blast damage more frequently. Stone Skin proves its worth on other units once they get into the thick of things or on a single solo or warbeast that doesn't rely on charging, such as the Gorax or Lord of the Feast. Just remember the spell's cons when planning out a critical turn.

Play Style

Baldur truly epitomizes the guerilla warfare specialty of the Circle Orboros. Successfully utilizing terrain to provide defensive bonuses or even denying attacks altogether often means the difference between success and failure. The additional efficiency of Baldur's elemental construct warbeasts also shape the play style of a Circle list. The free power attacks and charges make Woldwardens more efficient than under other warlocks. Baldur can also switch to an assassination game using his Forest Walker ability to appear inside convenient trees that this faction has little trouble placing at will.

Krueger the Stormwrath

FURY 7, an amazing feat, a potent spell list, and a POW 13 ranged attack combine to make Krueger one of the most feared warlocks. While he does not have the survivability of some warlocks, his Sky Borne and Wind Storm spells largely mitigate this weakness.

Fury Management

Krueger tends to have little trouble keeping several warbeasts under control, but warbeast-light lists can run into trouble keeping Krueger well supplied with fury in the latter parts of the game. Once warbeasts begin dying off, damaging Krueger for fury and then healing him with the Shifting Stones' Restoration ability really comes in handy.

Warbeast Preferences

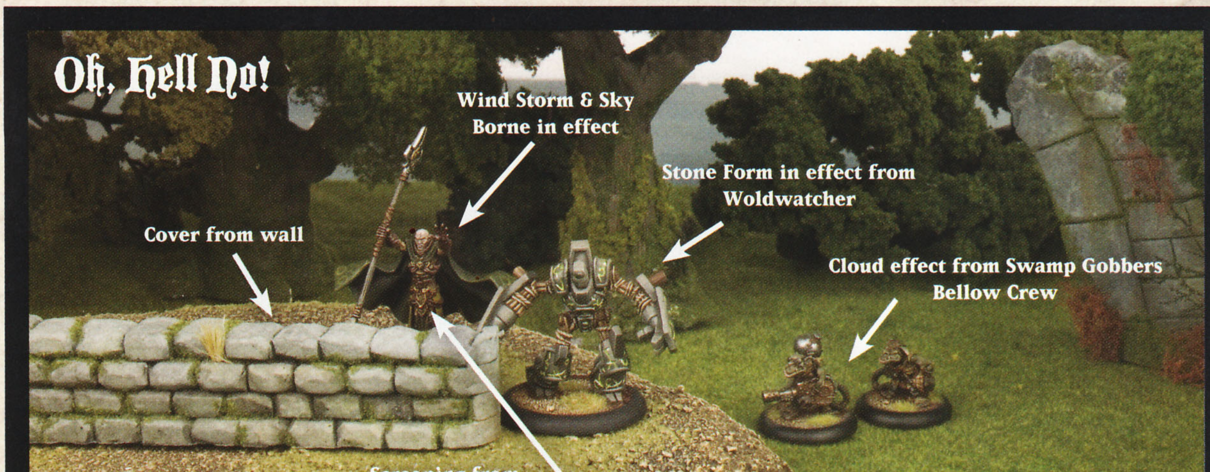
The excellent Forked Lightning spell marks Woldwardens as a solid selection for Krueger. Their Spell Strike special attack lets them cast this spell and extend Krueger's reach. Warbeasts with DEF 13 and higher also make good choices, thanks to the DEF boost from Wind Storm. Combine Wind Storm with a cloud effect, elevation, and cover to give a Warpwolf DEF 20. Krueger players should not sink too many points into warbeasts, however, since Krueger does a remarkable job of supporting warrior models.

Army Composition

Krueger's Lightning Tendrils spell merits special consideration when building a list. Wolves of Orboros, Tharn Ravagers, and Gatorman Posses make the best candidates, but just about any decent melee model/unit is a viable option. Since it has such a powerful effect and only costs two fury, Lightning Tendrils is even a spell worth keeping on two units (by upkeeping it on one unit, activating that unit, and then casting it on another). Wind Storm is another important consideration. Swamp Gobber Fog Bellows, as well as Woldwardens or Sentry Stones, grant up to +6 DEF against ranged attacks even in flat, open areas. Finally, anything that makes Forked Lightning stronger is a powerful asset, but Farrow Bone Grinders' Craft Talisman special action to extend the spell's range certainly deserve a nod here.

Play Style

The main elements of playing Krueger are pretty self-apparent: Wind Storm is an amazing defensive spell, Lightning Tendrils lets models slaughter enemies that appear out of reach, Sky Borne enhances Krueger's survivability or let him avoid free strikes, and Forked Lightning rips through enemies with ease. The key to Krueger lies in not simply using his obvious strengths but in remembering the little things. Krueger should shoot every turn an enemy comes in range. Storm Ravager lasts for three whole rounds, so use it earlier than other feats, and it can cause warbeasts to frenzy as well as simply damaging them. Stack your defensive bonuses—Wind Storm, concealment, cover, clouds, and screening—as high as they will go. Remembering and mastering each little element of Krueger is what separates the good Krueger players from the great ones.


Oh, Hell No!
Wind Storm & Sky Borne in effect
Stone Form in effect from Woldwatcher
Cover from wall
Cloud effect from Swamp Gobbers Bellow Crew
Screening from Woldwatcher
Elevation from Hill

With the combination of elevation, cover, Wind Storm, Sky Borne, screening, Stone Form, and the cloud effect, Lylyth needs to roll a 24 to hit Krueger. Good luck, Lylyth.

Kromac the Ravenous

Every warlock brings something unique to the table, but even in such illustrious company, Kromac really stands apart. Kromac the man and Kromac the beast are practically two entirely different warlocks, and this chieftain of the feral Tharn has ways of making his enemies pay in either form.

Fury Management

Kromac's biggest fury management concern is his own shifting FURY stat: the difference between FURY 6 and FURY 8 can be enormous. Plan ahead carefully so that fury is neither lacking nor overflowing. An elemental construct warbeast proves helpful since it will not frenzy if left with extra fury when the plan changes due to an opponent's actions. For beast form Kromac, leaching from his own life force is also a viable option, since he regains two damage points for each fury spent on healing.

Warbeast Preferences

As with many aspects of playing Kromac, warbeast preferences come down largely to Kromac's form. Woldwardens, for example, serve better alongside his human form so they can cast the Howling Pit spell. Pureblood Warpwolves, on the other hand, make an excellent complement for Kromac in beast form, giving him a direct-damage animus when he cannot use his spells. Kromac's feat, spells, and abilities do not have a particularly strong influence on his warbeast selection, though, so warbeasts should complement the army as a whole—powerful heavy warbeasts should accompany light warriors, or light and support-oriented warbeasts should accompany powerful warriors and solos.

Army Composition

No matter his current form, Tharn Wolf Riders and Tharn Ravagers both make good choices for a Kromac army (and not simply because they fit his backstory). In human form, Brutality works brilliantly with Tharn Wolf Riders or Tharn Ravagers under the Shaman's Mass Carnage. In beast form, these units keep up with him nicely, thanks to the Wolf Riders' SPD 9 and the Ravagers' Advance Move ability. Blackclad Wayfarers make as excellent choice for any player planning to use Kromac's beast form. These CMD 9 models with the Commander ability help keep models on the table or provide orders despite Kromac's truly pitiful CMD 3. With such scant support for friendly warrior models, minions can have a special place in a Kromac list. Gudrun the Wanderer, Alten Ashley, and Bog Trog Ambushers are all good selections for an aggressive Kromac army that quickly leaves the enemy nowhere to run.

Play Style

In human form, Kromac is a versatile FURY 6 warlock with a support spell, an offensive spell, a control spell, and a utility spell in addition to animi. Pounce and Pathfinder make him difficult to pin down while he supports his army. When needed, Kromac can shift into a FURY 8 warlock with enhanced SPD, combat potential, and survivability at the expense of spells and CMD. While Kromac's beast form can only cast animi to support his army in the traditional sense, slaughtering waves of foes with Dusk and Dawn is a pretty effective support in its own right.

Morvahna the Autumnblade

The life and death cycle of nature has nothing on Morvahna the Autumnblade. Morvahna can restore fallen friendly models, pull fury from the death of her enemies, create forests from the blood of the fallen, sacrifice allies to give life to the trees and death to her foes, or even transfer damage to friendly and enemy warriors. This mistress of life and death, however, does have a weakness—her own relatively frail constitution.

Fury Management

Morvahna's fury management issues come not from challenges with fury quantities, but rather with the manifold considerations that go into manipulating her fury on a given turn. A Morvahna player must decide how much fury to leach from warbeasts and how much to leach from her own life force (and then heal with Revivify). You must carefully choose when and how to make use of the powerful yet fury-intensive Regrowth spell. Even enemy casualties factor into fury management while Harvest remains upkept. All said and done, a canny Morvahna player can use a full 7 fury points in the control phase, Harvest another 7 points, and use some or all of that second batch during Morvahna's actual activation. On an ideal turn, this allows Morvahna to act more like a FURY 14 warlock than a FURY 7 warlock.

Warbeast Preferences

Morvahna is arguably the most powerful "warrior warlock" in any faction. As such, she does not rely too heavily on her warbeasts; she is, in fact, the only warlock capable of fulfilling her potential without a single warbeast in her list. That said, warbeasts still have their place in a Morvahna list. Warbeasts provide a sure source of fury, damage transfer targets with far more damage circles than the warriors she can transfer to via Offering, and expand her spell selection with animi. Finally, warriors seldom compete with warbeasts when it comes to high-P+S attacks and cannot perform game-changing power attacks like the double-hand throw. All Circle warbeasts provide one or more of these strengths, but select warbeasts wisely. Typically, one light and one heavy warbeast works well and still leaves plenty of points for numerous warrior models.

Army Composition

While any plan must shift and flow to deal with the threats across the table, a good Morvahna list should use a baseline plan for her upkeep spells. A frontline unit like Tharn Bloodtrackers, Tharn Ravagers, Tharn Wolf Riders, or Wolves of Orboros make excellent default targets for Regrowth. A ranged or support unit like Druids of Orboros or Reeves of Orboros typically work better for Revivify. Strong candidates for Seeds of Destruction are also an important consideration. Tharn Bloodtrackers give a healthy POW 6 for a mere nine points, but Mannikins are the best choices overall, with a POW 7 created by a disposable model. Support models like Blackclad Wayfarers, Shifting Stones, Farrow Bone Grinders, Swamp Gobber Fog Bellows, and Feralgeists can be tempting, but do not include them at the expense of the Regrowth combat unit, the Revivify ranged unit, or the blood forest Mannikins.

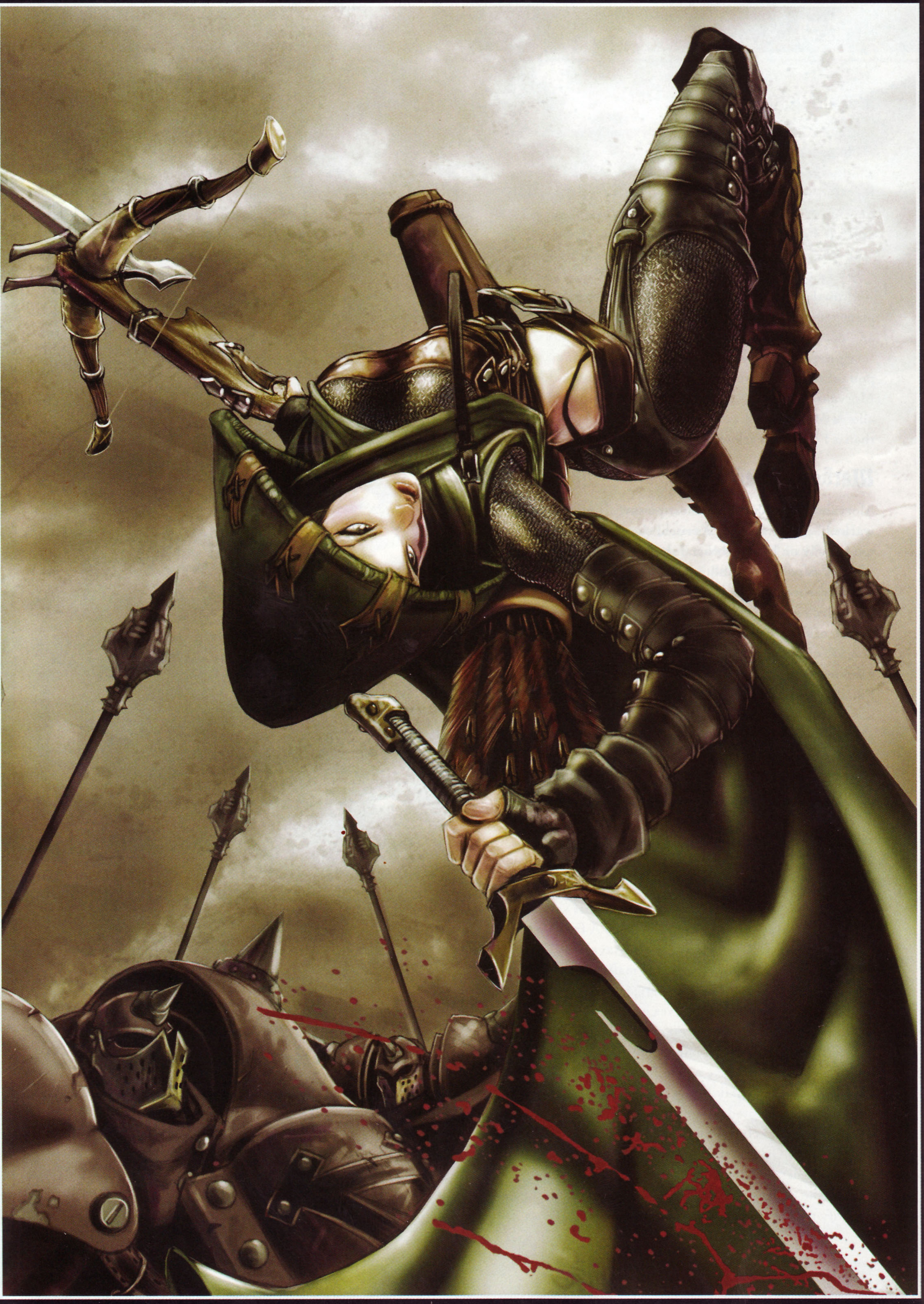
Play Style

The first few outings against Morvahna can feel almost unfair—she breaks all the rules of fury management, can bring her own troops back turn after turn, and can even heal several damage points for a single fury spent on the Revivify upkeep spell. That said, once the enemy begins to damage Morvahna, she might not be long for this world. Focus significant resources on keeping Morvahna well protected from enemy models, and her stellar attrition game quickly begins to erode the forces of even the strongest opponents.

Andrea Uderzo

Conclusion:

Their mastery over the forces of magic and the land itself make the Circle Orboros a truly potent threat on the battlefield. Circle warlocks vary broadly and grant a wide range of play experiences while bringing diverse threats against their opponents.

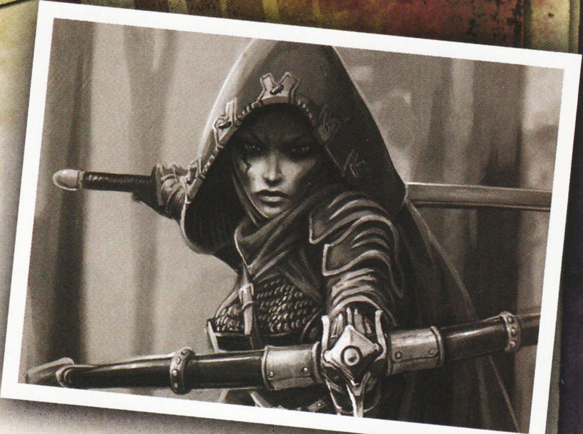


Take a look inside the files and dossiers of Gavyn Kyle, the Iron Kingdoms' premier spy. Gathered at great expense and risk, these dossiers give a behind-the-scenes look at the histories and motivations of some of the warcasters and warlocks of WARMACHINE and HORDES.

The Gavyn Kyle FILES

Transcribed by **Chris Bodan** · Art by **Chris Walton, Eva Widermann** and **Matt Wilson**

EIRYSS



Investigating individuals associated with Ios presents quite a different sort of challenge than I have embarked upon thus far. Additionally, Iosans connected to the shadowy cult called the Retribution of Scyrah pose particular difficulties. Regardless, your truthful assertion that, "no other individual in all of Immoren could succeed at this task" had the desired effect of flattering me into action.

Over the years, I have encountered a few Iosan individuals who uniformly remained silent regarding their homeland and the experiences there that impelled their departure. I wonder now how many of these were actually Retribution operatives. The organization seems to have a long history of operations in human lands, and that they have successfully escaped (or suppressed) notice by people such as myself indicates a remarkable level of caution, preparation, and skill.

—G.K.

Eiryss Summary

Aliases: Magebane, Glimmershadow, Mage Hunter, Angel of Retribution

Born: Unknown. The life cycle of elves is poorly understood. We know they live longer than humans, but by how much remains disputed. Eiryss could as easily be 200 years old as 30. I can attach her to certain Cygnaran and Khadoran military dating back at least 20 years. I estimate 45+ years as a bare minimum.

Family Status: Unknown. Investigations lead me to believe that the majority of the Retribution's chosen killers, collectively called mage hunters, have no families or have forsaken family and house ties. While I gather this is often a gesture of protest against the current Iosan status quo, it also seems an attempt to protect Retribution members from reprisals.

Training: Unknown. The Retribution apparently stresses self-reliance, teaches martial and stealth techniques, and possesses arcane or alchemical methods to temporarily strip mages of their power. Eiryss probably trained in one of the camps rumored to exist south of the Gate of Mists.

Service: Eiryss has stalked battlefields for at least a generation, possibly longer. She first appears in official records as a mercenary seven years ago. In that time, I can confidently estimate (though not prove) that the tally of warcasters, battle mages, warwitches, and other human spell casters who have fallen under her bolts and blades exceeds one hundred individuals.

Eiryss is not alone in her vocation. The following excerpt comes from an interrogation of another Iosan mage hunter captured by Khadoran forces after killing a young warcaster in 597 AR. The team of six Greylords assigned to follow up on this information had all died by the beginning of 599 AR. Other sources suggest this mage hunter cooperated with Eiryss on several contracts before his death.

(Subject's wounds bound. Force-fed upon regaining consciousness. Interrogation continued after one hour.)

Rastovik Valkez: Describe this Retribution. How large is it? How many members? Where does it operate?

Subject: *(spits)* You stink of stolen power. *(Sergeant Obliov strikes subject)* And fear. *(Valkez strikes subject)* You waste your time. We are everywhere. The Retribution is everywhere. She will find you.

Valkez: Who is she? Your commander?

Subject: She is our vengeance, our righteous angel. She has brought death to your kind since before your birth. You cannot find her. You cannot stop her. She has marked you all and will guide us where to strike. *(Obliov burns subject's arm)* Marked you all!

Valkez: Who is she? Where can she be found? *(Obliov washes subject's wounds with vinegar)* Where?

Subject: *(screams)* She strikes from every fane, from all across your lands. The dedicants send her far and wide, but she strikes even without their word. A fire comes, driven by the winds of our hate. She is the spark in the darkness- *(Obliov burns subject's neck. Subject screams.)*

Rastovik Valkez deduced that the Retribution apparently divided western Immoren into operational territories using religiously themed code words. He could do little with the information, as he died within a week of filing the report. That someone buried this file seems obvious, but why remains a mystery.

I remember her. I've seen her many times on both sides of the field, but I remember that first tour very clearly. We had drawn assignment to clear out a Khadoran watch post on the wrong side of the Dragon's Tongue, and Colonel Bricegate told us we had a specialist coming along. She stepped out of the mist and the sight of struck me with its beauty and terror.

You'd understand if you met her. Her face is beautiful, without question, but cold, dangerous. It's like calling a thunderstorm beautiful. It might be, but it doesn't care if you think so. She was like that. I saw in her look that stabbing us or smiling at us would take the same amount of thought. She was polite, for an Iosan, but she worked at it. She stayed out of the way. Moved like a wraith in the woods. She vanished when we went in. Next thing I knew, she came out of the shadows and started killing Greylords. I felt their spells evaporate. Unnerving.

She danced through them. It was graceful and frightening at the same time. She cut down everyone she could reach and met us on the far side of the field afterwards. She took Bricegate's crowns and firmly told him she couldn't stay. As I watched her leave, I remember thinking that this was my only chance to kill her.

A strange thought, especially after all she'd done for us. But that was the thing. I knew she wasn't fighting for us or even for the gold. It struck me that someone so driven and so skilled at hunting and killing is too dangerous to live. You can't control her. You can't trust her. Today she fights with you but not tomorrow. Better she die now than face you across the field. I discovered later that she had spent the previous month employed by the Khadoran unit we attacked and knew those Greylords personally. I still wonder to this day if I should have taken that shot, because I've never had a clear one since.

My respect for the Retribution increased daily as I assembled this report and found myself resorting to more and more general sources for information. Take the following as an example. It comes from a soldier who met Eiryss once, which represented the closest I could get for some time. It also hints at something that might explain the extraordinary lengths to which the Retribution goes and the goals they pursue.

At least it looks as if the seven weeks of 'wayward' Khadoran patrols have stopped. Those crimson bastar took obvious delight in 'mistaking' the border and shoot up our settlements. They've been quiet for a fortnight now, and we've dismissed most of the mercenaries we ha bolstering our numbers, but I remain ill at ease. I canno shake the feeling that danger lurks in the Scarswall. I'm not the only one jumping at shadows. I swear Padri, it feels like something is stalking us.

Makes me wish we still had the services of that mercenary who was in our employ a few weeks past. A stalker herself, she was a right terror on the Khadorans and clearly versed in ambush. She would strip Khadoran wizards of their life or powers with a few well-placed shots or strokes of her saber. I had heard she was aloof and difficult to work with, but that wasn't my experience. Felt safer with her around. She kept to herself it's true, but seemed friendlier than expected. Seemed to take a keen interest in my own safety. Not sure why. Felt better with her eyes on things, lingering near. The questions she asked I could tell she was worried about me. Maybe she had the Sight and new this day would come. If only our pockets had been a ttle deeper we could have kept her on a few more weeks.

The disturbing possibility that Captain Adept Grierson's letter introduces gains weight from this next missive. This is a personal letter from Ordic warcaster Captain Grovin Cardolvio, late 598 AR. The good captain went missing from an extended patrol the next week. Ordic soldiers discovered his body stripped naked and spiked to a tree with a thin, deep cut through his throat. He did not suspect his stalker may have been the same person he thought had previously been protecting him. Naturally I have no proof one way or the other, only a hunch.

Militaries across the Iron Kingdoms employ specialists to hunt enemy wizards, an obvious specialty for Eiryss. The possibility of mage hunter of her skill hiring out as mercenary seems obvious, but perhaps that is not her only purpose. The preceding testimo of Gun Mage Captain Adept Cedric Grierson reveals the beginning of what might be a clever scheme.

As the name implies, mage hunters stalk and kill human wizards and other magicians, a dangerous undertaking at the best of times. How much greater do the odds of success become when the hunter takes time to study the prey up close, perhaps even as employee? This sort of behavior contradicts the usual mercenary codes, but those codes are after all a human invention. If this true, considering the sheer amount of time Eiryss has spent as a mercenary and the number of warcasters she has worked with would certainly be of great interest to any of her past or future potential employers.

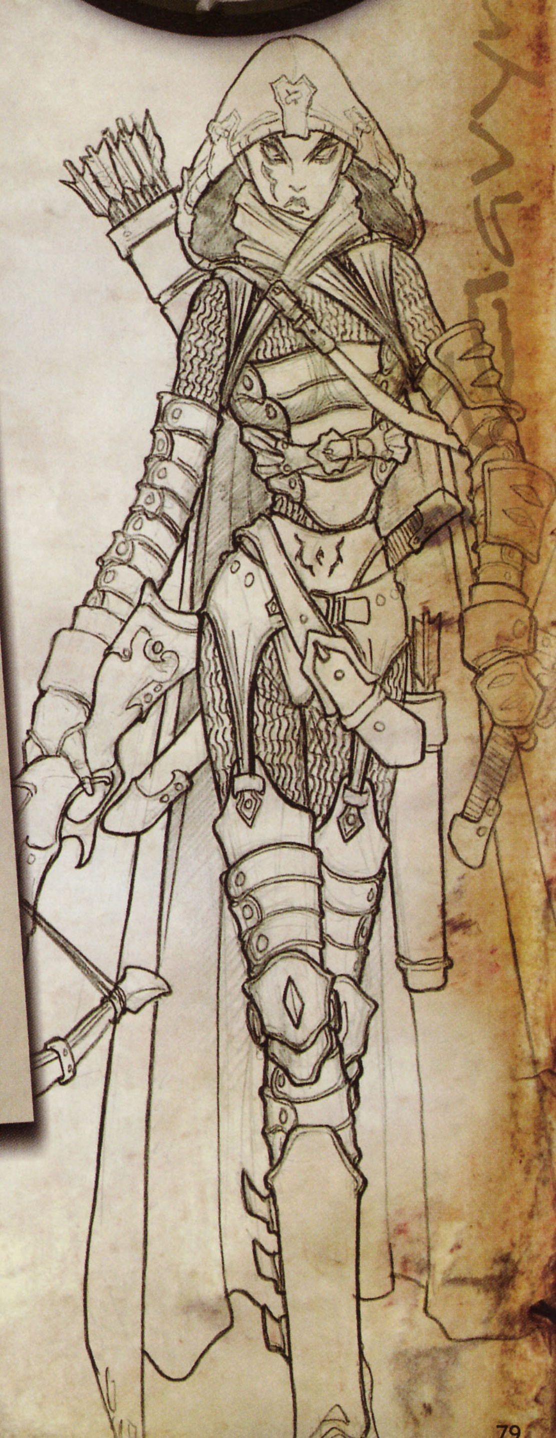
The closest I came to an inside account of Eiryss was from an old acquaintance, one of the few Iosan ex-patriots I know personally. This is Pelyth Vrir, an accomplished merchant with a reputation for acquiring nearly anything for a price, Vrir maintained a refuge for elves anxious to leave Ios on political grounds.

A world and lifetime ago I met Eiryss, fresh from Ios and filled with righteous rage, though she hid it better than some. I dislike fanatics and I'd turned away others I suspected of Retribution ties, but Eiryss fooled me. Her first kill was here in Merywyn, you know. Yes, she found a magus of the Golden Crucible, brought him to my house, and pinned him to the pantry wall. Local authorities came to me with questions. I had to burn the safehouse and start over. But that's not the tragedy.

Retribution members are fanatics. Explaining their agenda would take too long and require me to tell you more than you should know. Suffice to say our people are facing a certain tragedy which may swallow the next generation. I do not exaggerate for drama. Some see this doom as an attack and have vowed to destroy the humans they believe to be the cause. They have no proof, of course, but when did fanatics need proof? Nothing stays them. Nothing sways them.

At first their message was fringe, and they have been out of favor in Ios. It may discomfort you, but a large number of the active Retribution members live not there, but in your kingdoms, quietly and secretly going about their business. They have supply stashes, safehouses, a message network, and weapons. The part that worries me is their message is gaining ground, even in Ios. Rumors suggest even one or two of the military houses are sympathetic to their cause. Each year my people become more radical, less willing to listen to reason.

Consider Eiryss, who has lived among you. She understands you much as I do, yet her rage is undimmed. For all her insight, she cannot see anything beyond her mission. That is her tragedy. Her insight only sharpens her desire to kill. That has made her and her kind supremely dangerous to both our peoples. In theory, they direct their anger at those of your species who practice magic, but we know where such murders lead. The war they may ignite could consume us all.



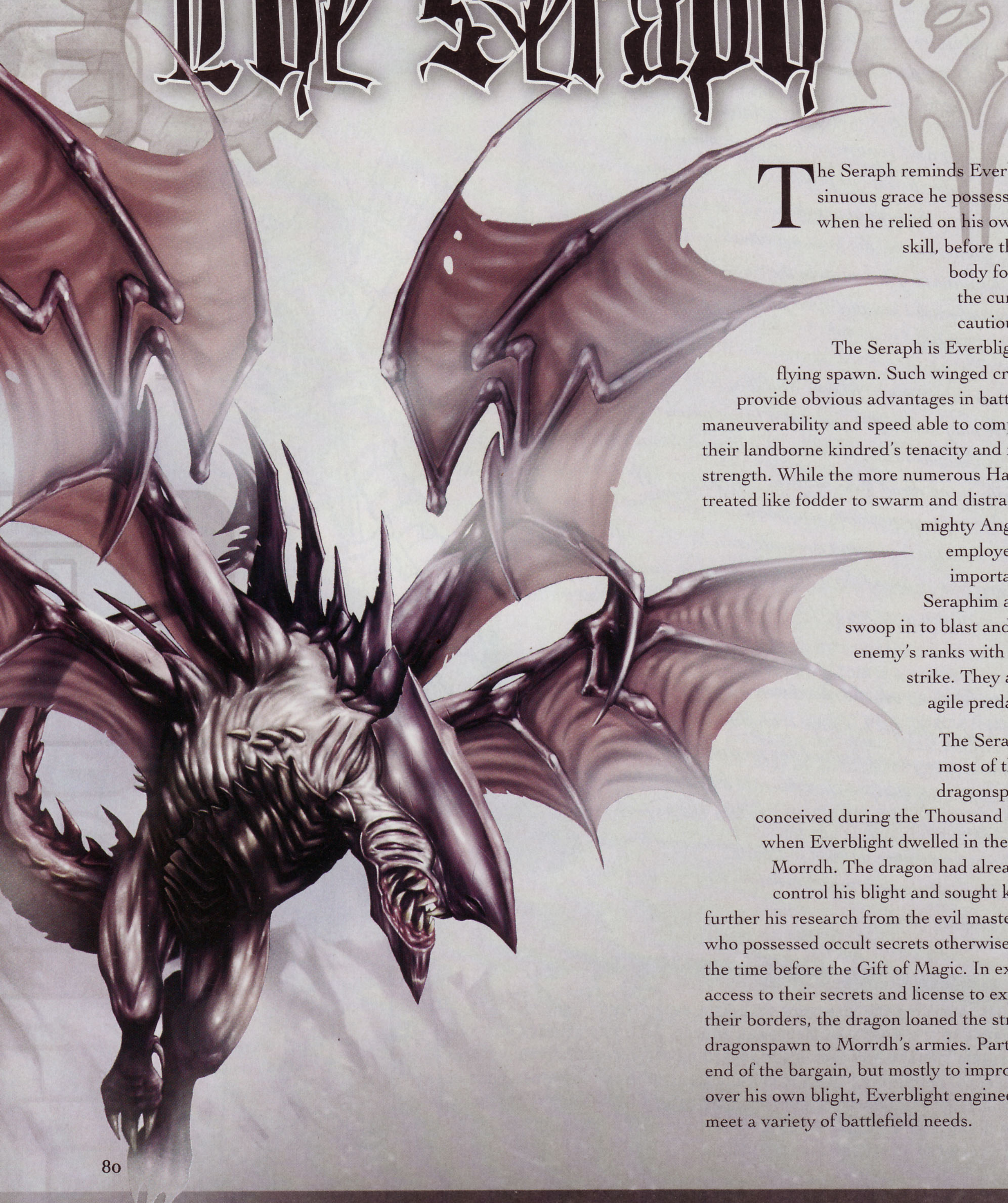
I admit to disquiet regarding the interview with Vrir, especially in light of rumors from friends in the Khadoran Morrowan church. All of my sources indicate that a tragic mistake has been made regarding some item of elven religious significance. Reinforcing these rumors, I discovered the remains of a Cygnaran gun mage team north of Corvis on my return from Merywyn. As I approached, I saw half-a-dozen tall, dark-robed figures slip into the trees. Over half of the bodies still had loaded pistols.

Guts and Gears takes a look at the men, machines, and monsters of the Iron Kingdoms. Read about what it takes to be a warrior or warbeast with one of the many factions or look into the mechanikal workings of hulking warjacks and what it takes to get these multi-ton constructs to dominate the battlefield.

By **Andrew Linstrom** · Art by **Eric Deschamp** and **Karl Richardson**

Guts & Gears

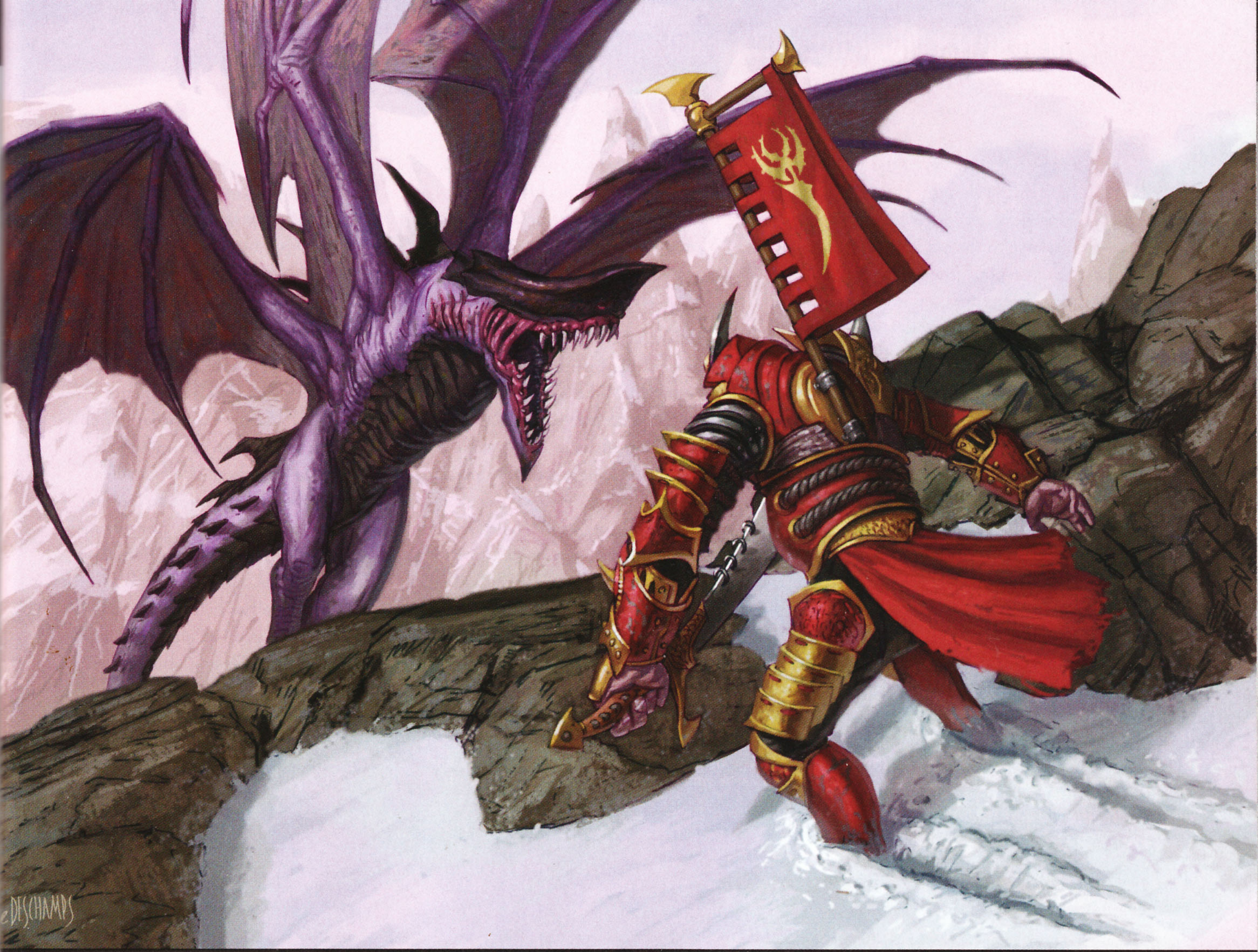
The Seraph



The Seraph reminds Everblight of the sinuous grace he possessed ages ago, when he relied on his own predatory skill, before the loss of his body forged him into the cunning and cautious manipulator.

The Seraph is Everblight's mainstay flying spawn. Such winged creations provide obvious advantages in battle, with their maneuverability and speed able to complement their landborne kindred's tenacity and raw combat strength. While the more numerous Harriers are treated like fodder to swarm and distract, and the mighty Angelius is employed to destroy important targets, Seraphim are able to swoop in to blast and decimate the enemy's ranks with their blight strike. They are the Legion's agile predators of the air.

The Seraph, like most of the Legion's dragonspawn, was conceived during the Thousand Cities era, when Everblight dwelled in the land of Morrdh. The dragon had already learned to control his blight and sought knowledge to further his research from the evil masters of Morrdh, who possessed occult secrets otherwise unknown in the time before the Gift of Magic. In exchange for access to their secrets and license to experiment within their borders, the dragon loaned the strength of his dragonspawn to Morrdh's armies. Partly to fulfill his end of the bargain, but mostly to improve his mastery over his own blight, Everblight engineered spawn to meet a variety of battlefield needs.



Everblight's ability to focus the evolution of his spawn allowed him to explore new roles and capabilities. Most varieties of dragonspawn that Everblight produced were land-bound. But the dragon could also produce spawn with an advantage that separated them from the hulking monstrosities of Morrdh and the Molgur—the power of flight. Winged dragonspawn present a unique tactical advantage. They can fly out of the reach of spears and swords, ignore ranks and formations, and strike where they wish. Their speed and mobility allow them to advance through enemy lines and withdraw out of their reach just as easily.

It is likely the Seraph rose to greatest prominence during the height of Morrdh's rivalry with Midar, a kingdom that would later become part of the Midlunds. Legends surviving the period relate that Morrdh, an aggressive power, sent winged horrors upon its neighbors throughout the centuries of the dragon's residency. The poets never called out Everblight or the seraphim by name, but their descriptive verses are evocative of these creatures. At this time, which was towards the end of both Everblight's influence and Morrdh's reign, Midar had arisen as the largest and strongest of Morrdh's adversaries. Historians claim Midar's army was formidably equipped and disciplined in this era, considered among the most feared soldiers of the region. Accordingly, Midar gathered its strength and launched a series of successful campaigns to reclaim lost lands.

As Midar, flush with victory and seasoned from successful conquest, prepared to cross Morrdh's original borders to exact revenge for past aggressions, they were met with a fateful engagement that reversed the course of the conflict. One of the best preserved lays of the period describes how Midar's forces finished crossing the field to engage Morrdh's positions and a horde of winged monsters took flight from their covered lairs behind the lines.

They are described as the exultant and wrathful emissaries of dread, forgotten gods, but the description of the fire-laden ash they spat marks them as Seraphim. These creatures swept the battlefield in a chain, one sleek maw after another spewing blighted flames as they passed, first cutting down swaths of men in the front ranks and then farther back. Smaller 'demons', likely Harriers, barreled down from above and swarmed the beleaguered troops, while six-winged high-flying serpents, the Angelii, dove to impale key targets. It was the ash-flame of the Seraphim credited with the bulk of the slaughter. By the time Morrdh's soldiers could close the distance to the stalled and decimated Midar troops, their fearsome and well-disciplined foe was reduced to a shocked and easily defeated mob.

Until the recent rise of Everblight, historians have long been puzzled at these seemingly hysterical descriptions. Other facts have been unable to answer how Morrdh in mere months erased the gains that Midar had taken years to achieve. Even the most skeptical of sages have been forced to conclude that some supernatural agency must have assisted the Lords of Morrdh. Clearly this was a combination of the influence of Everblight along with whatever other dread powers Morrdh possessed.

Dragonspawn do not need to be supplied and can fly or march in any weather, at any time of day or year. Waves of blight-breathing Seraphim obliterated Midar's close combat infantry, who were unable to strike or shield themselves as death came from the sky. Everblight's triumph was to be short-lived, however. Mere weeks after re-conquering the territories that Midar had regained, Toruk arrived to try to reclaim Everblight's athanc. Everblight's narrow escape left Morrdh without the draconic support they had come to rely on.

With its secret weapon gone and surrounded by enemies that it had systematically affronted for centuries, Morrdh fell into ruin within a handful of generations.

Since his recent reincarnation, Everblight has brought back the Seraph, along with its other draconic brethren. The firearm presents a new and widespread threat which even flying spawn cannot ignore. Nonetheless, the modern armies are neither accustomed to looking for threats in the skies, nor enemies that entirely ignore their defensive fortifications. By attacking both from above as well as below, Everblight's forces keep even disciplined enemies off guard and feeling vulnerable.

Seraphim of the Bloodsmeath Marauders

After the bloody clash at the Castle of the Keys, a number of Legion of Everblight elements had to scatter in different directions to evade their pursuers. A small arm of Legion soldiers and warbeasts found shelter in the Bloodsmeath Marsh, where they have been instructed to settle in and await further orders.

Seraph

Seraphim remain as useful as ever and continue to reprise their role from ages past. Their tactic of wheeling over enemy formations and blasting them apart with gouts of fiery dragonblight remains as effective as it was 2000 years ago. They are also capable of another manifestation of the blight. As dragonblight alters what it touches, the blight shimmering in the air when the Seraph flaps its two pair of monstrous wings warps the very space around it. Carefully manipulated by a blighted warlock, this slipstream pulls a friendly ally along with a Seraph through the violated space in its path, either removing a vulnerable servant of the Legion from harm's way, or depositing ravenous, eyeless death on the enemy's doorstep.

For all their utility, Seraphim are relatively easy to produce. The resources required to create one of Everblight's dragonspawn is a factor of the creature's mass. The sleek and sinuous Seraphim require a greater expenditure of a warlock's blood than the prolific Shredders and Harriers, but considerably less than the Angelius or the Carnivean. With Everblight dividing his athanc between multiple warlocks and the use of spawning vessels to supplement a warlock's sacrifice with the fresh blood of other creatures, the Legion can produce adequate numbers of Seraphim in a reasonable amount of time.

The gestation of a Seraph begins with a warlock spilling her own blood into a spawning vessel. Everblight's acolytes drag fresh victims, prisoners and wildlife, into the pot, their vitality feeding the seed of draconic life within. Soon, the fledgling Seraph emerges, and like other dragonspawn when born, it is undeveloped and weak, requiring healthy quantities of flesh to devour. As soon as it has found its strength, a new Seraph is usually taken out under the watchful eye of one of Everblight's shepherds to seek out more prey and grow into its full power. Within days, weeks at the most, the shepherd returns leading a fully grown Seraph, fully capable of bringing death and terror on the winds.

Since his return, Everblight has been targeted as an enemy by one organization in particular: the Circle Orboros. Almost alone among human agencies, the druids seem to be the most concerned by Everblight's radical innovations and the speed with which he is acting. They have studied dragons long enough to fear what they have seen. Recently and notably, a great number of Seraphim participated in the battle for the Castle of the Keys. They were instrumental in assaulting the Skorne fortifications in the area—while the Skorne were well entrenched, they were unprepared for an aerial assault. The fighting was brutal, and the surviving Seraphim went on to assist the Angelii that chased down Pyromalfic when the fully formed dragon tried to make an escape. As instrumental as they were to the victory that night, most of the Legion's Seraphim were destroyed before the battle was over. However, bands of Legion troops, including dozens of Seraphim, continue to plague the area around the Castle of the Keys to this day. As the Legion recuperates, they will have to replenish their dragonspawn's depleted numbers, including those of the indispensable Seraph.

SERAPH TACTICS

By ***David Boeren***

SERAPH BASICS

- **Getting the extra Strafe attacks is important, so you typically want to boost the initial attack if you need more than a 6 to hit. Look for opportunities to Slipstream a Seraph forward if you need a little more range so it can get an aiming bonus on all his shots.**
- **Strafe is an extremely effective tool against single wound models. If they spread out to avoid it, they're reducing their own charge effectiveness and you can simply target something else.**
- **When facing models with multiple wounds or lighter ARM beasts, directing several Strafe attacks on the same target and boosting damage is quite effective.**
- **When facing heavy warbeasts, you can either Slam them, avoid them, or Slipstream a heavier hitter into charge range to deal with the problem instead.**
- **Seraphim make good warcaster/warlock assassins, but they need assistance. Knockdown is the most effective option, but any DEF debuffs you can get helps. Multiple Seraph can attack from different angles, ensuring one of them receives a back strike bonus.**

ENHANCING THE SERAPH

- **Combining Lylyth's feat with Seraphim, making the warbeasts capable of assassinating warlocks from a great distance, has been a classic tactic since HORDES debuted**
- **Thagrosh's Shadow of Death helps protect your Seraphim, which you can use to either make them last longer or help them get into range of choice targets without getting killed.**
- **Vayl's Incite improves both accuracy and damage. A ranged beast like the Seraph can overcome the limit of having to keep close to the warlock.**
- **Saeryn can debuff a Seraph's target with Breath Stealer, which also works to stop countercharges if the prey survives. Seraphim make good targets for Blight Bringer, killing off enemy models and protecting Saeryn from their attacks.**
- **With their high mobility, it's easy for a Seraph to wander away from its controlling warlock. Using a Shepherd to escort one or more Seraph helps them**

RIGHT BETWEEN THE EYES

Seraphim are commonly used as ranged attackers, with a good RAT, decent POW decent for a ranged weapon, and the excellent Strafe ability. Strafe is key—with multiple shots, the Seraph can either clear out a significant chunk of a unit or put them all on one big target. POW 12 is enough to kill single wound infantry reliably and just enough to do significant damage to jacks and beasts when boosted. Because of Wings and Eyeless Sight, Seraphim cannot be tied up in melee and are difficult to hide from. No matter where you go or what DEF bonuses you might try to get, somewhere a Seraph is considering a Strafe run on you.

BOBBING AND WEAVING

The Seraph also enjoys a very useful animus, Slipstream. Any ability that allows extra movement is powerful, and to get it for only one fury is quite a deal. Some of the more straightforward uses include extending charge ranges of your melee models or moving your warlock behind cover. You'll find other uses, such as disengaging a model without Free Strikes, setting up charges or Slams by changing your line of approach, and activating Slipstream to change your models facing to prevent back strikes or help control who they might Frenzy on.

STRAIGHT UP THE MIDDLE

As many Legion players have discovered, the Seraph is an excellent slammer. Despite being classified as a light warbeast, their large base gives them the same accuracy as a heavy. This tactic can be especially potent when used with multiple Seraph—using one to knock a target down while another Strafes it. Or, have one Seraph Slipstream another to line up a Slam from a more favorable direction. Their speed and Wings also pay off handsomely, allowing a Seraph to slam models that other beasts might not be able to reach.

PAINTING SERAPHIM

Seraphim of the Bloodsmeath Marauders

By ***Rob Strohmeyer***

Base Coat

Start with a base of Thrall Flesh with a touch of Gnarls Green for the entire model. All of the natural armor like the plates and spikes get a basecoat of Greatcoat Grey. The gums and viscera are based in Skorne Red and the teeth are based in Hammerfall Khaki.

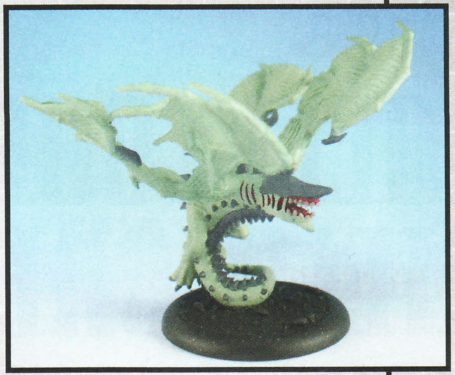
Base Coat Colors:

Flesh: Gnarls Green, Thrall Flesh

Natural Armor: Greatcoat Grey

Gums/Viscera: Skorne Red

Teeth: Hammerfall Khaki



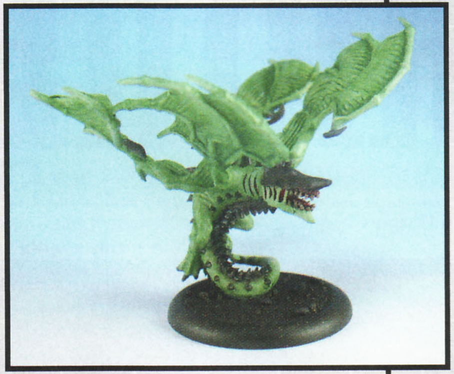
Shading

All of the shading is done with washes, with a little extra work on the flesh. Start by washing the flesh with Gnarls Green. A little Mixing Medium makes this easier. Once dry, blend in a little more Gnarls Green into the deepest folds of the skin. The natural armor, the gums, the viscera, and the teeth all get a wash of Armor Wash mixed with a little Battlefield Brown. The color you want is a brown-black that flows well.

Shading Colors:

Flesh: Gnarls Green

Natural Armor, Gums/Viscera, Teeth: Armor Wash, Battlefield Brown



Highlighting

The flesh is first. Highlight back up with the original base color of Thrall Flesh mixed with a touch of Gnarls Green. Afterwards, add highlights of pure Thrall Flesh. This works best when blended. The natural armor is highlighted back up with Greatcoat Grey, and then further highlighted with a couple of layers of Greatcoat Grey mixed with Morrow White. Each new highlight is smaller and lighter than the previous layer. Highlight the edges of the armor plates with a 1:1 mix of Greatcoat Grey and Morrow White. The gums are highlighted with Khador Red Base and the details of the teeth are brought out with 'Jack Bone.

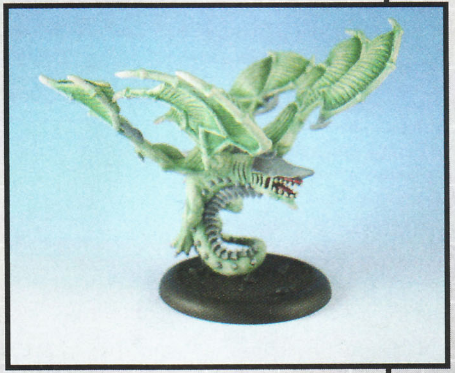
Highlighting Colors:

Flesh: Gnarls Green, Thrall Flesh

Natural Armor: Greatcoat Grey, Morrow White

Gums/Viscera: Khador Red Base

Teeth: 'Jack Bone



Detailing

The flesh is detailed with small highlights of Thrall Flesh mixed with Morrow White. The armor plate on the head has spots added to it by dabbing straight Armor Wash on the surface, then pulling the Armor Wash off by wicking it into a dry brush. The viscera and the skin around the openings get a wash of Skorne Red and then a second wash of Khador Red Base. Each wash is blended out away from the openings in the skin. Finally, the details of the teeth are picked out using Menoth White Highlight. Finish the base accordingly.

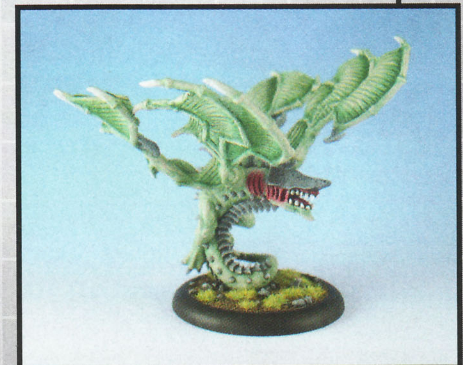
Details Colors:

Flesh: Morrow White, Thrall Flesh

Natural Armor: Armor Wash

Viscera: Khador Red Base, Skorne Red

Teeth: Menoth White Highlight



What You'll Need:

- Armor Wash
- Battlefield Brown
- Gnarls Green
- Greatcoat Grey
- Hammerfall Khaki
- 'Jack Bone
- Khador Red Base
- Mixing Medium
- Morrow White
- Skorne Red
- Thrall Flesh

Building a TROLLBLOOD KRIELSTONE SHRINE

A massive obelisk of carven stone rises from the rocky ground and dominates the surrounding landscape. The low, guttural voices of stone scribes fill the air, causing it buzz and hum with ancient power. A massive troll emerges from the darkness into the flickering torchlight that illuminates the sacred site hauling an enormous stone carved with runes that flicker and pulse. The troll gingerly and lovingly places the stone within an alcove at the base of the obelisk and the runes burst to life in a frenzy of light as the power of Dhunia courses into the krielstone.

After several issues of showcasing his amazing terrain in the Player Gallery, we decided to tap Pat Ohta to produce a specific piece for No Quarter. Hobby Content Manager Rob Hawkins set to the task and sketched up a gorgeous Trollblood Krielstone Shrine meant both to house and "recharge" the massive stones carried by Krielstone Bearers.

Pat apparently has his own laboratory full of assistants ready to do his bidding. His minion, Dr. Twitch, is seen here assembling the Trollblood Krielstone Shrine.

By ***Pat Ohta***
Assisted by ***Dr. Twitch*** *and* ***Danny Lam***

What You'll Need:

Barbeque skewers (or thin wooden dowels)
Celluclay
Extruded polystyrene
Foamcore
Joint wall compound
Sand
Woodland Scenics® Static Grass
and Clump Foliage mixture
8 Kriel Warrior Standard Bearer banners
OPTIONAL: Trollblood Kriel Warrior Shields

Tools

Dremel®
Formula P3 Hobby Knife
Hobby saw
Hot glue gun
Hot wire cutter
Ballpoint pen
Permanent marker
Popsicle sticks
Ruler
Safety mask
Sand paper
Soldering iron
OPTIONAL: Lab pen

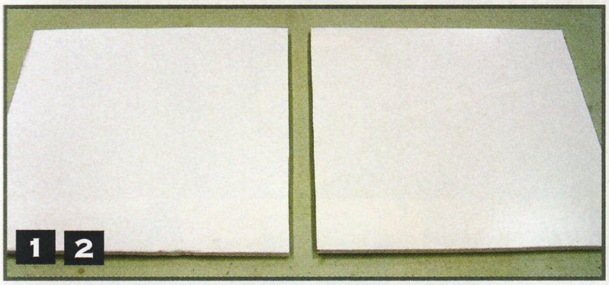
Adhesives

Formula P3 Modeling Putty
Formula P3 Super Glue
White glue
Wood glue

Formula P3 Paint

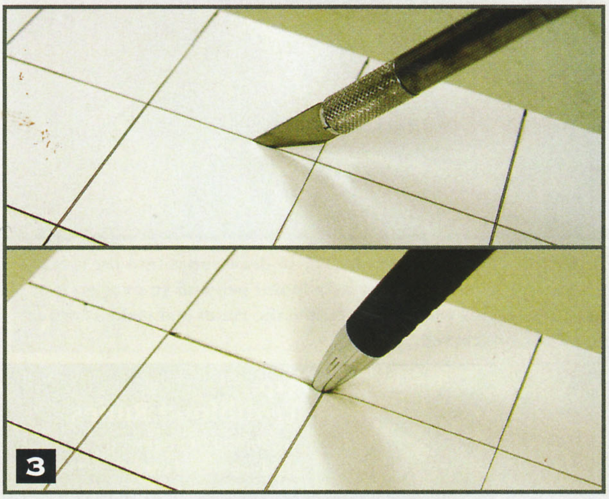
Bastion Grey
Bloodtracker Brown
Cryx Bane Base
Frostbite
Hammerfall Khaki
Menoth White Highlight
Umbral Umber

THE STONE BASE

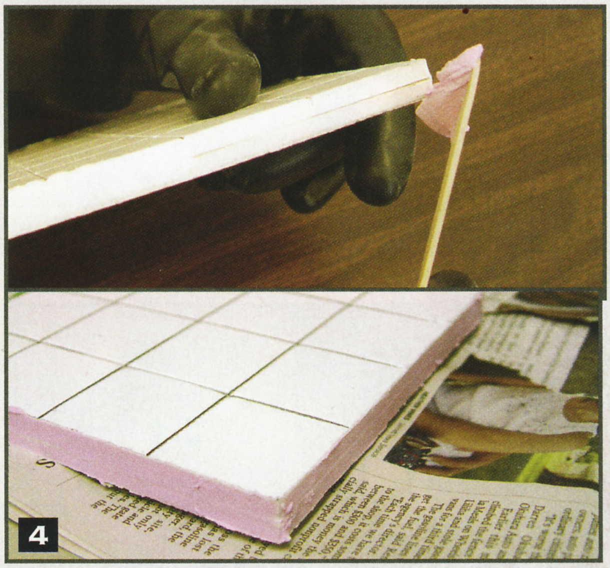


Step 1.) The stone tile base is comprised of two pieces. Start by making the bottom tier. Cut two 9" X 9" pieces of 1/4" foamcore. Glue these two pieces together.

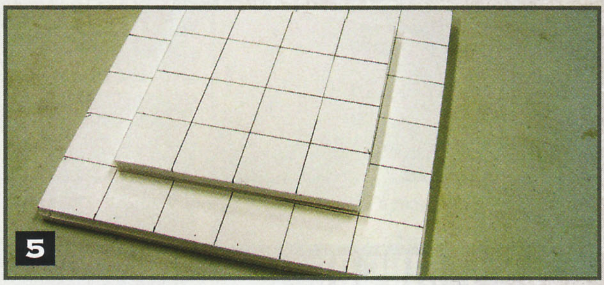
Step 2.) To create the top tier, cut out two 6" X 6" pieces of 1/4" foamcore and glue them together. Along each edge of the bottom and top tier, make a mark at every 1-1/2". Use a ruler, draw lines connecting each mark, forming a grid with 1-1/2" squares.



Step 3.) Score the lines using a modeling knife. Be sure not to cut all the way through the foam—all you want to do is cut through the top layer of paper. Then, score the same lines using a ballpoint pen—the pen will deepen and widen the score lines, which will help create the illusion of a tiled surface.

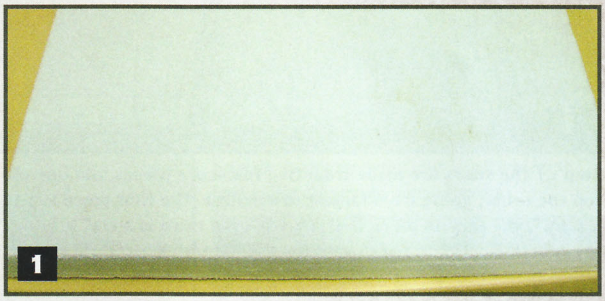


Step 4.) Use joint wall compound to cover the seam along the edge of each tier. Spread this evenly with a popsicle stick. When the compound is dry, sand the edges smooth.

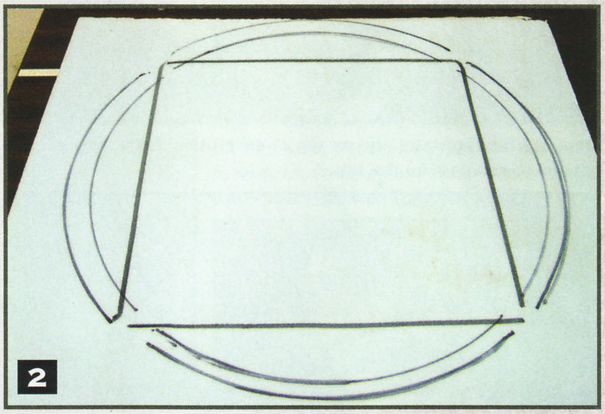


Step 5.) Glue the top tier to the bottom tier.

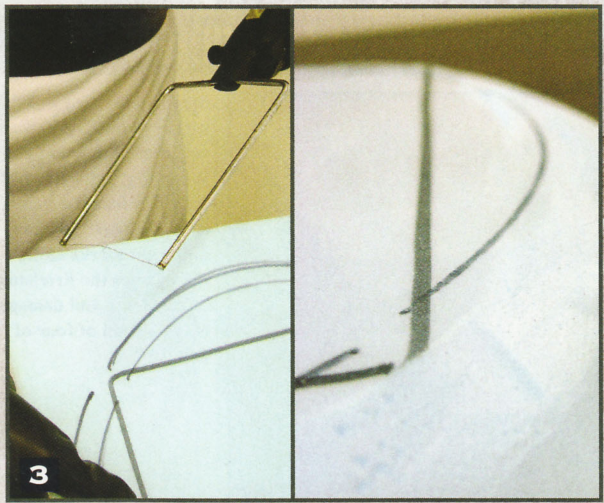
GROUNDWORK



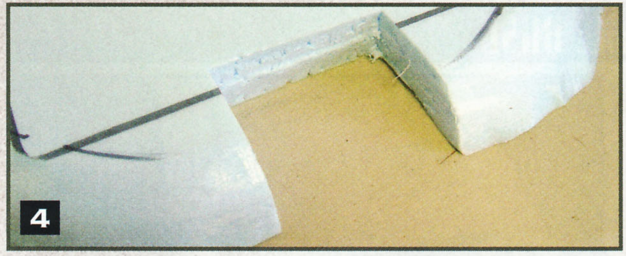
Step 1.) Cut a 15" X 15" piece of foam insulation. This will become the hill the shrine will sit upon.



Step 2.) Center the stone tile base on the foam and trace a line around it. Then draw a circle around the square. This will be the diameter of the hill.

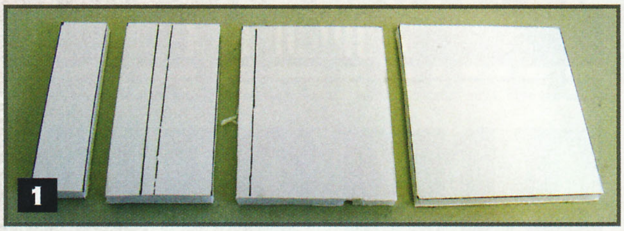


Step 3.) Use a foam cutter and cut the hill out. Make the edges of the hill slope by trimming the edges with the foam cutter. Sand this smooth.

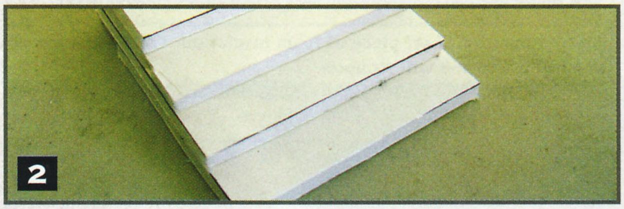


Step 4.) On one edge, cut a 3-1/2"x 2-1/2" hole into the foam. This will hold the staircase.

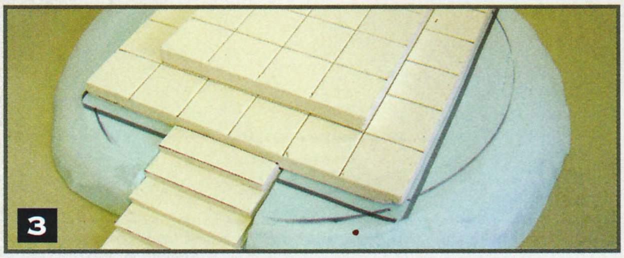
STAIRS AND ASSEMBLY



Step 1.) The stairs are made from five foamcore pieces laid one on top the other, going from largest to smallest. The first piece is 3-1/2" X 3-1/4", the second piece is 3" X 3-1/4", the third is 2-1/4" X 3-1/4", the fourth is 1-1/2" X 3-1/2", and the fifth is 3/4" X 3-1/4".

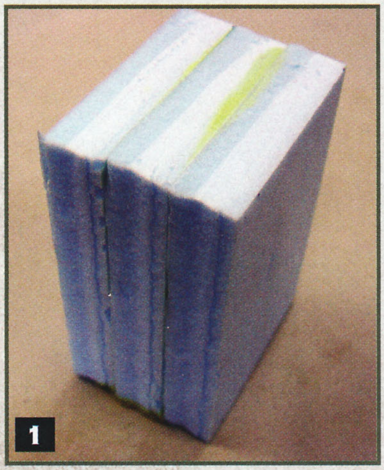


Step 2.) Glue the stairs one on top of each other from largest on the bottom to smallest on the top.



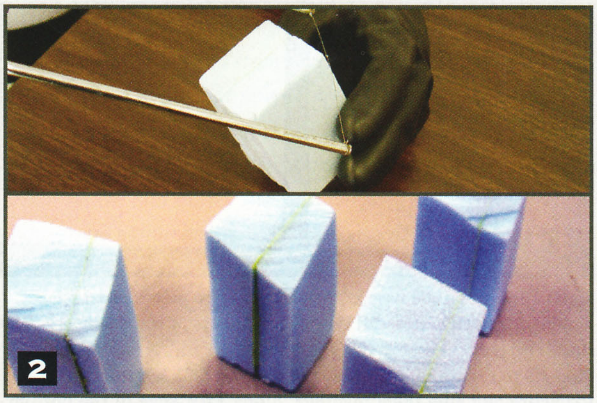
Step 3.) Glue the stone tile base to the top of the hill and the stairs into the slot on the hill.

STONE COLUMNS

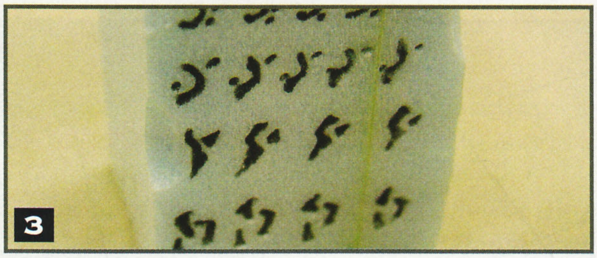


Step 1.) Glue two 2" X 3" pieces of insulation foam together with wood glue. When dry, use a hot wire cutter to trim the piece so it is square. You can add wear marks along the edge of the Krielstone to show age and damage. Make a total of four of these.

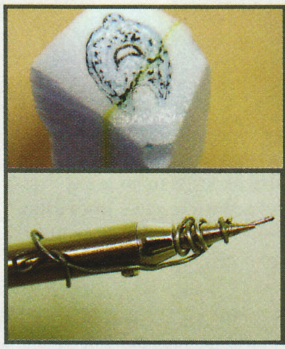
STONE COLUMNS (CONTINUED)



Step 2.) Take the hot wire cutter and make a 45-degree angle cut along one end.

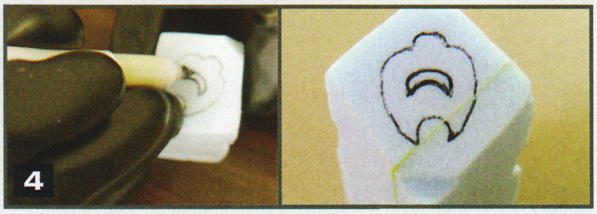


Step 3.) Use a permanent marker to draw runes into the sides of the stone pillar. Then, use a ballpoint pen and go over each of the runes. This will help to define the runes and make it appear as if it were carved.

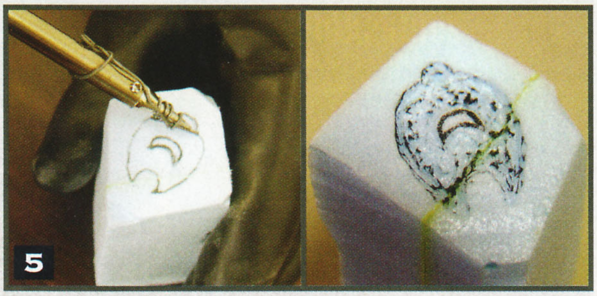


Tip: Trollblood Runes

Trollblood runes are a combination of curved lines with dots and slashes. Go ahead and experiment to come up with your own variations. I used a laboratory pen to draw out my runes. These pens are alcohol resistant and the special ink etches the top layer of foam. Using this pen will save you a lot of time!

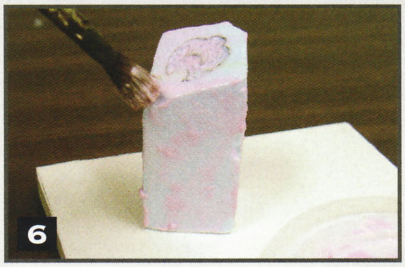


Step 4.) Draw the rune of Dhunia on the top face of each stone.

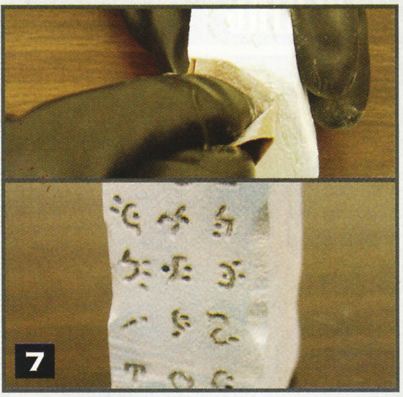


Step 5.) Carefully etch out this design with a soldering iron. Always wear a mask, and do this in a well-ventilated area.

STONE COLUMNS (CONTINUED)

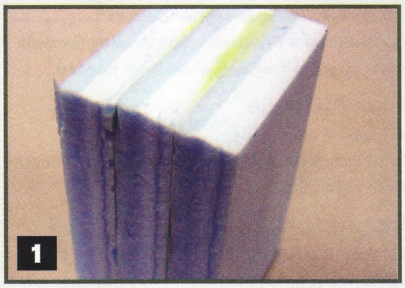


Step 6.) Mix joint wall compound with a little bit of water and stipple this all over the stone. This adds texture and helps to conceal the seam line created by joining the two pieces of foam.

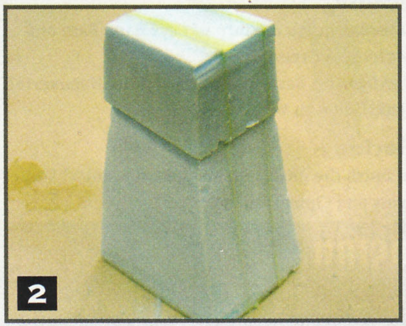


Step 7.) When the compound is dry, sand it smooth.

OBELISK AND KRIELSTONE

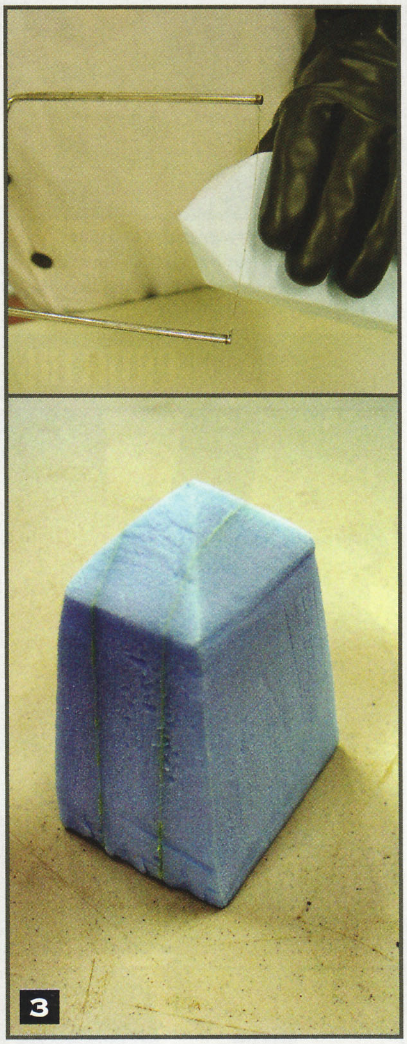


Step 1.) Glue three pieces of 3" X 6" of insulation foam together with wood glue.



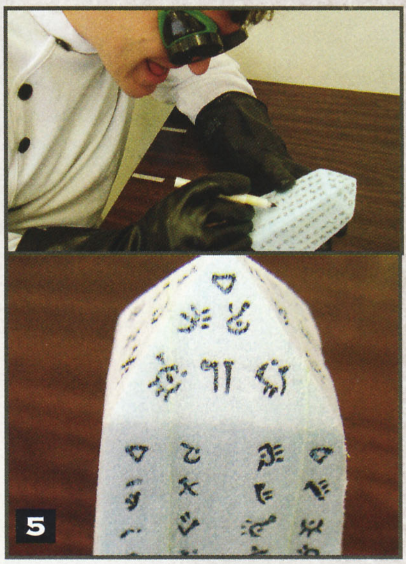
Step 2.) When dry, use a hot wire cutter to shape it into an obelisk. From the bottom, start by making an 80-degree cut upwards. Stop approximately 2" from the top.

OBELISK AND KRIELSTONE (CONTINUED)

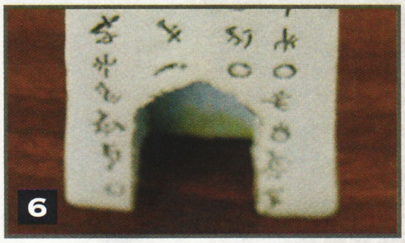


Step 3.) Cut the top to look like a pyramid.

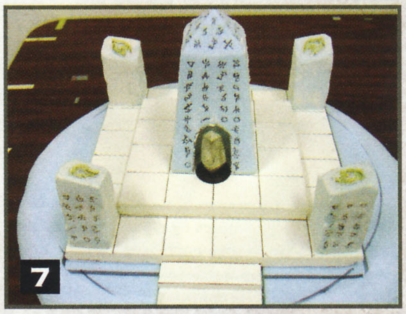
Step 4.) Use sandpaper to better define the shape.



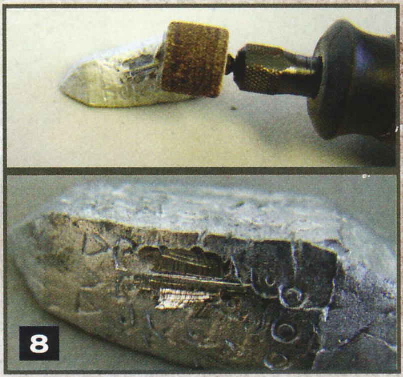
Step 5.) Use the ballpoint pen to draw more runes. If you don't have access to a lab pen, be sure to gently press into the foam so it looks like the glyphs were carved.



Step 6.) Cut a 1 1/2" X 2" doorway into one of the facings of the obelisk. This will house the Krielstone. Cover up any seam lines with the water and joint wall compound mixture.

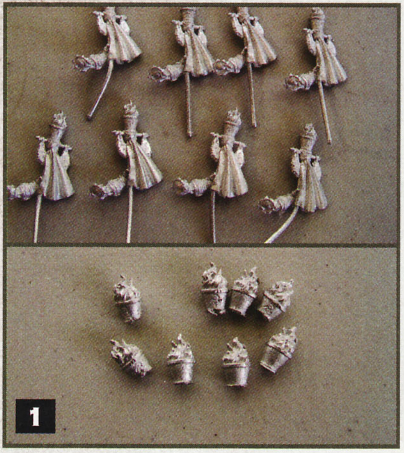


Step 7.) Attach the obelisk to the middle of the piece.

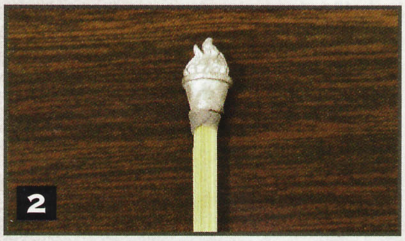


Step 8.) Grind the hand off the Krielstone using a Dremel®. Patch up the grind mark using Formula P3 Modeling Putty.

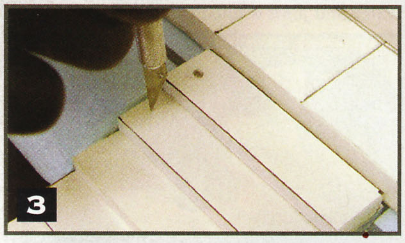
BRAZIERS & OFFERINGS



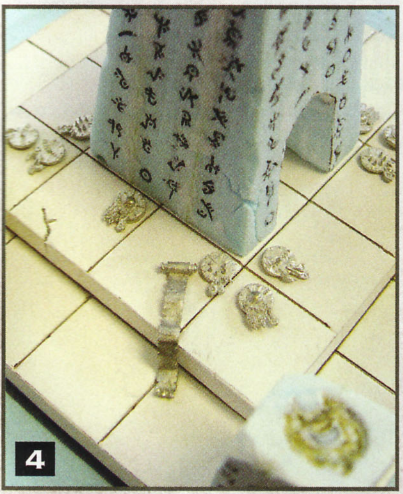
Step 1.) Cut off eight torches from Kriel Warrior Standard Bearer banners.



Step 2.) Drill a small hole into the bottom of the torch. Cut a piece of barbeque skewer, and glue it into the hole. Use Formula P3 Modeling Putty to cover any join lines.

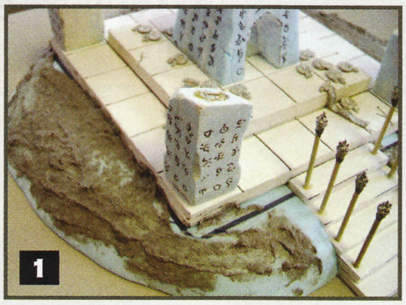


Step 3.) Make eight holes along the sides of the steps. Glue a torch into each hole.

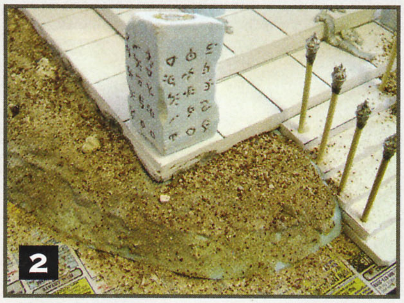


Step 4.) Randomly glue the shields and scroll parts, available from store.privateerpress.com, around the base of the obelisk.

GROUNDWORK

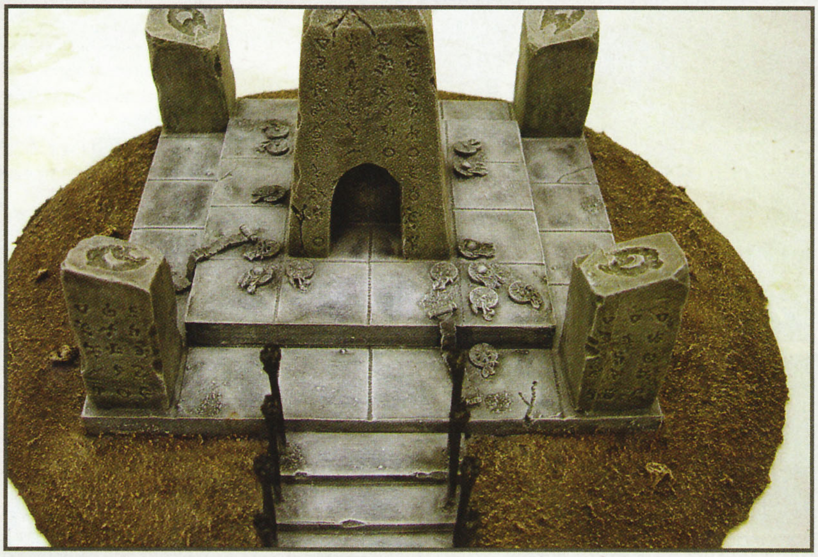


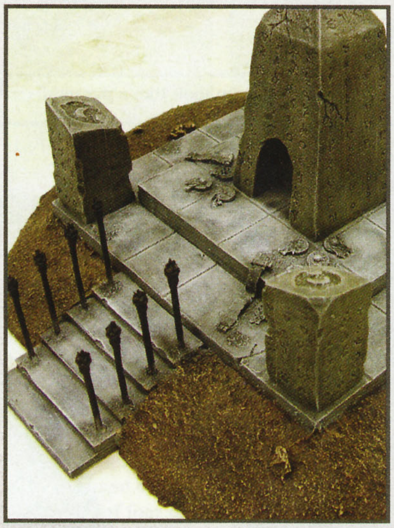
Step 1.) Mix some water and wood glue into Celluclay. Paste this mixture onto the insulation foam to add texture and vary the height of the ground.



Step 2.) Make a mixture of sand and small rocks. Sprinkle this all over the ground and let it sit overnight to dry. When completely dry, prime the piece with black acrylic paint.

PAINTING & FLOCKING





We painted the Krielstone Shrine using Formula P3 paints, drybrushing and washing as needed:

Stone Platform

Basecoat: Ironhull Grey.

Highlighting: Bastion Grey, Frostbite, and Menoth White Highlight.

Groundwork

Basecoat: Umbral Umber.

Highlighting: Bloodtracker Brown, Hammerfall Khaki.

Obelisk

Basecoat: 50/50 mixture of Cryx Bane Base and Battledress Green.

Highlighting: Bastion Grey, Frostbite, Hammerfall Khaki, Menoth White Highlight.

Flocking

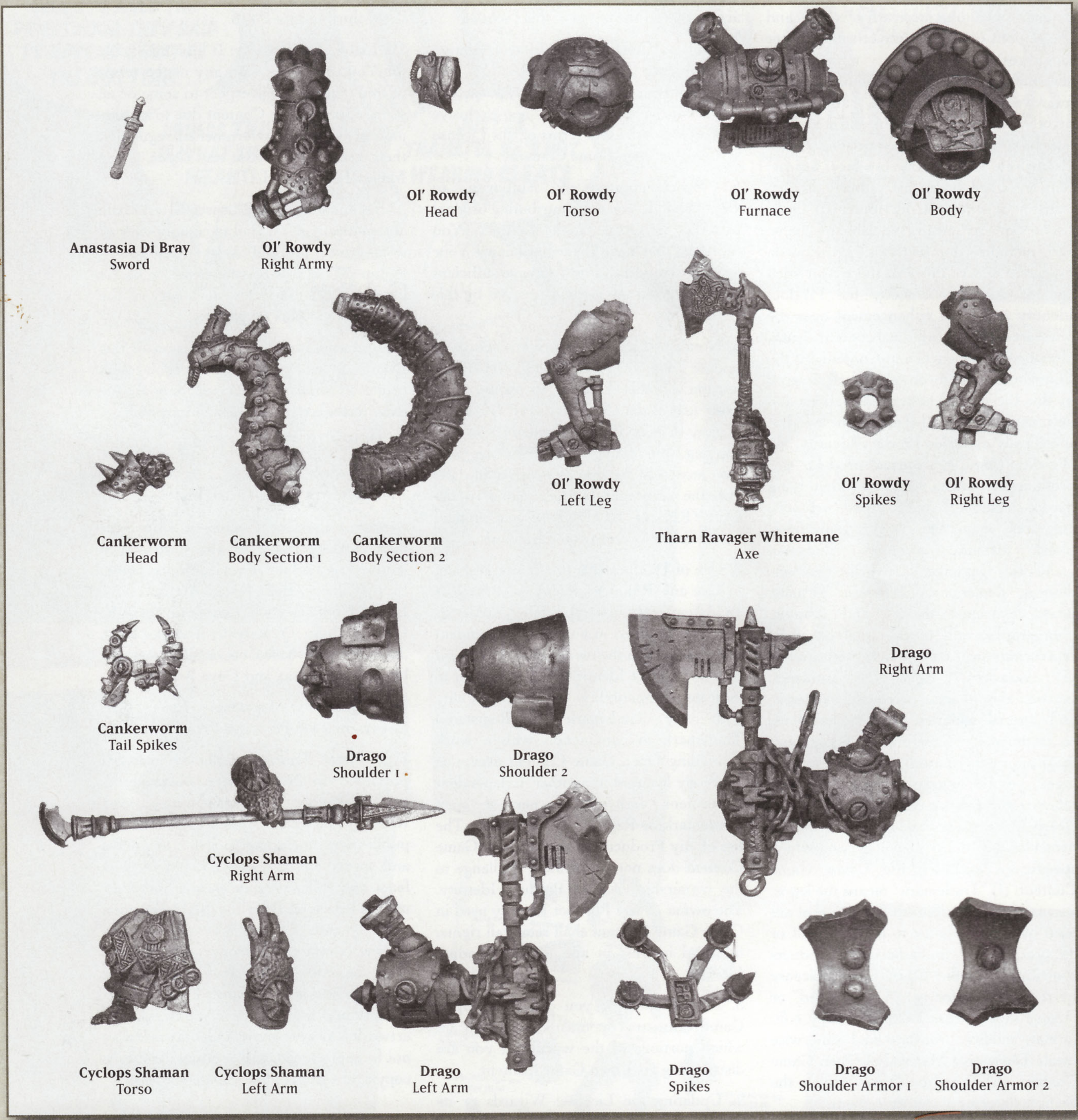
To finish the piece, use Woodland Scenics® Static Grass and Clump Foliage.

CONCLUSION

The completed Trollblood Krielstone Shrine makes a fabulous centerpiece for your HORDES games. Use it as an objective in a scenario or a cooler approach to creating high ground. Woe to the enemies of the Trollbloods who try to defile such a sacred site of Dhunia!

PARTS BIN

JUST A FEW PARTS IN OUR MASSIVE ONLINE CATALOG


Anastasia Di Bray
Sword
Ol' Rowdy
Right Army
Ol' Rowdy
Head
Ol' Rowdy
Torso
Ol' Rowdy
Furnace
Ol' Rowdy
Body
Cankerworm
Head
Cankerworm
Body Section 1
Cankerworm
Body Section 2
Ol' Rowdy
Left Leg
Tharn Ravager Whitemane
Axe
Ol' Rowdy
Spikes
Ol' Rowdy
Right Leg
Cankerworm
Tail Spikes
Drago
Shoulder 1
Drago
Shoulder 2
Drago
Right Arm
Cyclops Shaman
Right Arm
Cyclops Shaman
Torso
Cyclops Shaman
Left Arm
Drago
Left Arm
Drago
Spikes
Drago
Shoulder Armor 1
Drago
Shoulder Armor 2

Get these parts and more at

store.privateerpress.com

OPEN GAME LICENSE VERSION 1.0A

The following text is the property of Wizards of the Coast, Inc. and is Copyright 2000 Wizards of the Coast, Inc ("Wizards"). All Rights Reserved.

1. Definitions: (a)"Contributors" means the copyright and/or trademark owners who have contributed Open Game Content; (b)"Derivative Material" means copyrighted material including derivative works and translations (including into other computer languages), potation, modification, correction, addition, extension, upgrade, improvement, compilation, abridgment or other form in which an existing work may be recast, transformed or adapted; (c) "Distribute" means to reproduce, license, rent, lease, sell, broadcast, publicly display, transmit or otherwise distribute; (d)"Open Game Content" means the game mechanic and includes the methods, procedures, processes and routines to the extent such content does not embody the Product Identity and is an enhancement over the prior art and any additional content clearly identified as Open Game Content by the Contributor, and means any work covered by this License, including translations and derivative works under copyright law, but specifically excludes Product Identity. (e) "Product Identity" means product and product line names, logos and identifying marks including trade dress; artifacts; creatures characters; stories, storylines, plots, thematic elements, dialogue, incidents, language, artwork, symbols, designs, depictions, likenesses, formats, poses, concepts, themes and graphic, photographic and other visual or audio representations; names and descriptions of characters, spells, enchantments, personalities, teams, personas, likenesses and special abilities; places, locations, environments, creatures, equipment, magical or supernatural abilities or effects, logos, symbols, or graphic designs; and any other trademark or registered trademark clearly identified as Product identity by the owner of the Product Identity, and which specifically excludes the Open Game Content; (f) "Trademark" means the logos, names, mark, sign, motto, designs that are used by a Contributor to identify itself or its products or the associated products contributed to the Open Game License by the Contributor (g) "Use", "Used" or "Using" means to use, Distribute, copy, edit, format, modify, translate and otherwise create Derivative Material of Open Game Content. (h) "You" or "Your" means the licensee in terms of this agreement.

2. The License: This License applies to any Open Game Content that contains a notice indicating that the Open Game Content may only be Used under and in terms of this License. You must affix such a notice to any Open Game Content that you Use. No terms may be added to or subtracted from this License except as described by the License itself. No other terms or conditions may be applied to any Open Game Content distributed using this License.

3. Offer and Acceptance: By Using the Open Game Content You indicate Your acceptance of the terms of this License.

4. Grant and Consideration: In consideration for agreeing to use this License, the Contributors grant You a perpetual, worldwide, royalty-free, non-exclusive license with the exact terms of this License to Use, the Open Game Content.

5. Representation of Authority to Contribute: If You are contributing original material as Open Game Content, You represent that Your Contributions are Your original creation and/or You have sufficient rights to grant the rights conveyed by this License.

6. Notice of License Copyright: You must update the COPYRIGHT NOTICE portion of this License to include the exact text of the COPYRIGHT NOTICE of any Open Game Content You are copying, modifying or distributing, and You must add the title, the copyright date, and the copyright holder's name to the COPYRIGHT NOTICE of any original Open Game Content you Distribute.

7. Use of Product Identity: You agree not to Use any Product Identity, including as an indication as to compatibility, except as expressly licensed in another, independent Agreement with the owner of each element of that Product Identity. You agree not to indicate compatibility or co-adaptability with any Trademark or Registered Trademark in conjunction with a work containing Open Game Content except as expressly licensed in another, independent Agreement with the owner of such Trademark or Registered Trademark. The use of any Product Identity in Open Game Content does not constitute a challenge to the ownership of that Product Identity. The owner of any Product Identity used in Open Game Content shall retain all rights, title and interest in and to that Product Identity.

8. Identification: If you distribute Open Game Content You must clearly indicate which portions of the work that you are distributing are Open Game Content.

9. Updating the License: Wizards or its designated Agents may publish updated versions of this License. You may use any authorized version of this License to copy, modify and distribute any Open Game Content originally distributed under any version of this License.

10. Copy of this License: You MUST include a copy of this License with every copy of the Open Game Content You Distribute.

11. Use of Contributor Credits: You may not market or advertise the Open Game Content using the name of any Contributor unless You have written permission from the Contributor to do so.

12. Inability to Comply: If it is impossible for You to comply with any of the terms of this License with respect to some or all of the Open Game Content due to statute, judicial order, or governmental regulation then You may not Use any Open Game Material so affected.

13. Termination: This License will terminate automatically if You fail to comply with all terms herein and fail to cure such breach within 30 days of becoming aware of the breach. All sublicenses shall survive the termination of this License.

14. Reformation: If any provision of this License is held to be unenforceable, such provision shall be reformed only to the extent necessary to make it enforceable.

15. COPYRIGHT NOTICE

Open Game License v 1.0a Copyright 2000, Wizards of the Coast, Inc.

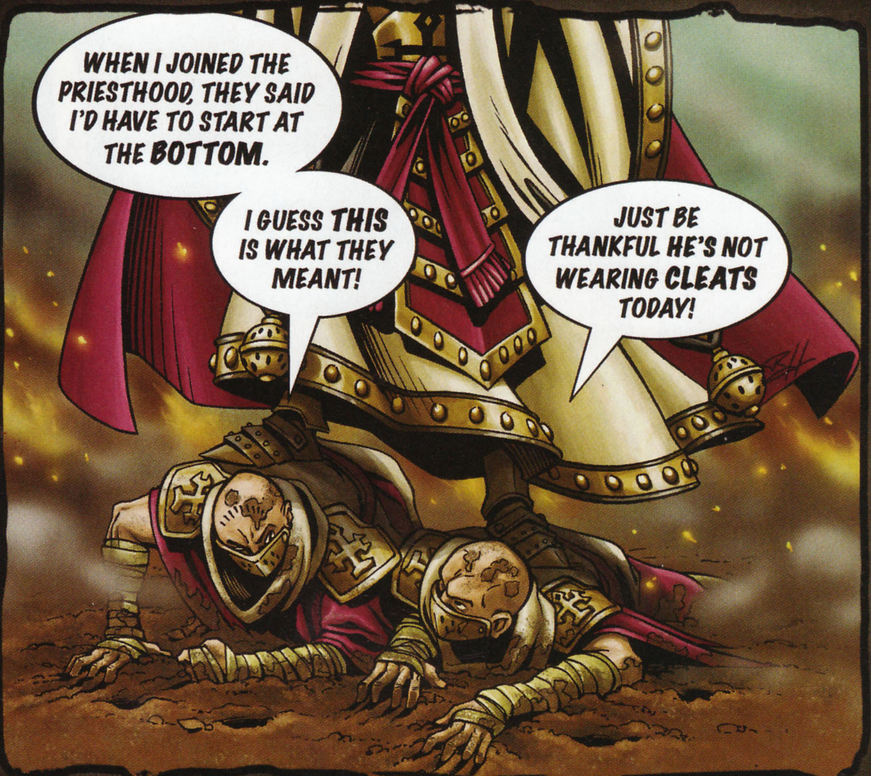
System Reference Document Copyright 2000-2003, Wizards of the Coast, Inc.; Authors Jonathan Tweet, Monte Cook, Skip Williams, Rich Baker, Andy Collins, David Noonan, Rich Redman, Bruce R. Cordell, John D. Rateliff, Thomas Reid, James Wyatt, based on original material by E. Gary Gygax and Dave Arneson.

No Quarter Magazine: Issue #21, Copyright 2008 Privateer Press, Inc.

Full Metal Fantasy Roleplay material presented in No Quarter Magazine is published under the Open Gaming License. Roleplay game mechanics presented in this publication including monster attributes and special abilities, new equipment, new feats, new skills, prestige classes, and other material derived from the SRD are open game content. Descriptive text including stories, characters, proper names, and other depictions of the Iron Kingdoms or its inhabitants is all Privateer Press product identity and may not be reproduced. All artwork is always product identity and may not be reproduced. All product identity is copyright C2002-2007 Privateer Press.

DRAWN AND QUARTERED

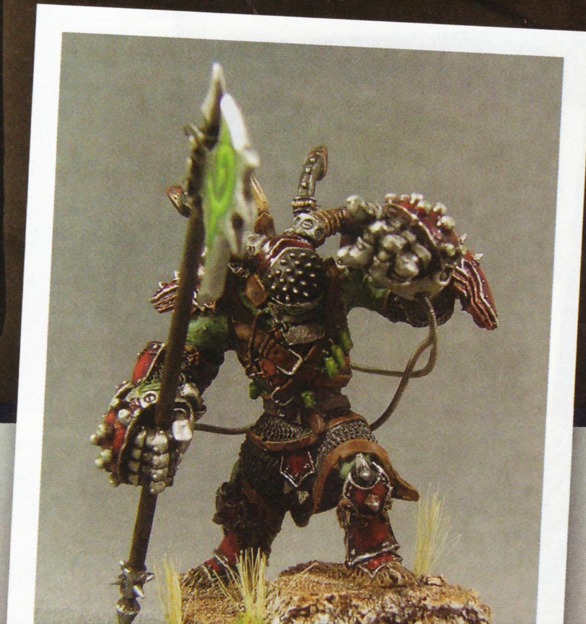
by **Rob Hawkins**

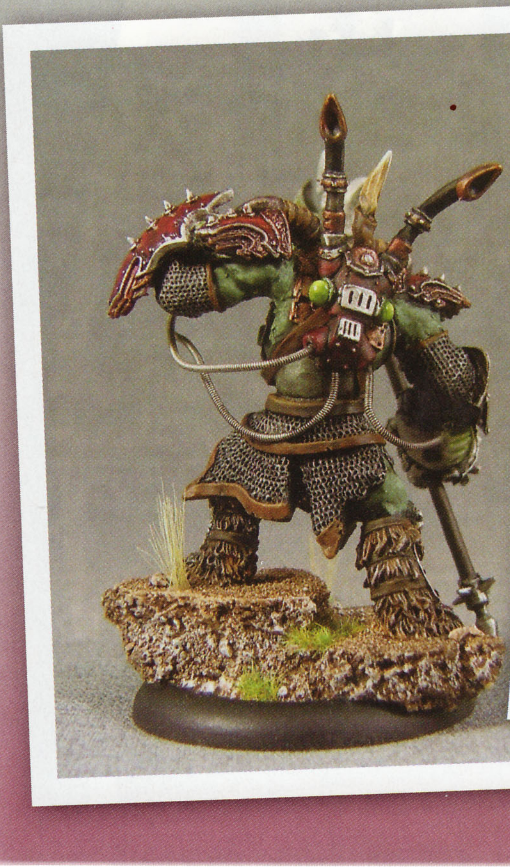

WHEN I JOINED THE PRIESTHOOD, THEY SAID I'D HAVE TO START AT THE BOTTOM.
I GUESS THIS IS WHAT THEY MEANT!
JUST BE THANKFUL HE'S NOT WEARING CLEATS TODAY!

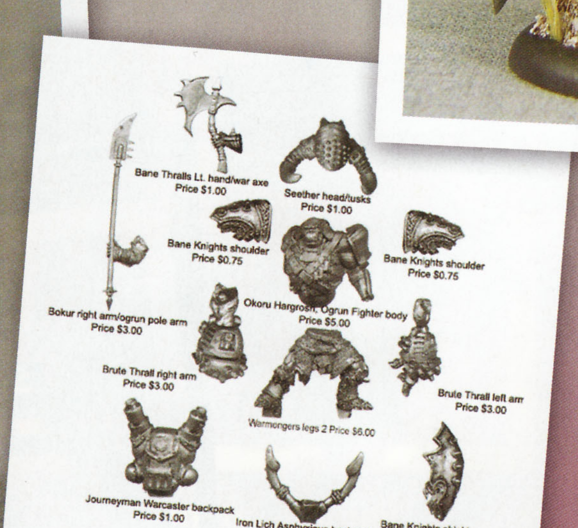
THE PLAYER GALLERY

Bust Out the Parts Bin

Jim Rowell went rifling through the Privateer Press Store and came up with this fantastic Ogrun Bokur conversion, including a nice visual guide to which parts he utilized. Take a look at the Parts Bin on p. 91 and get inspired to make your own bodged together model!





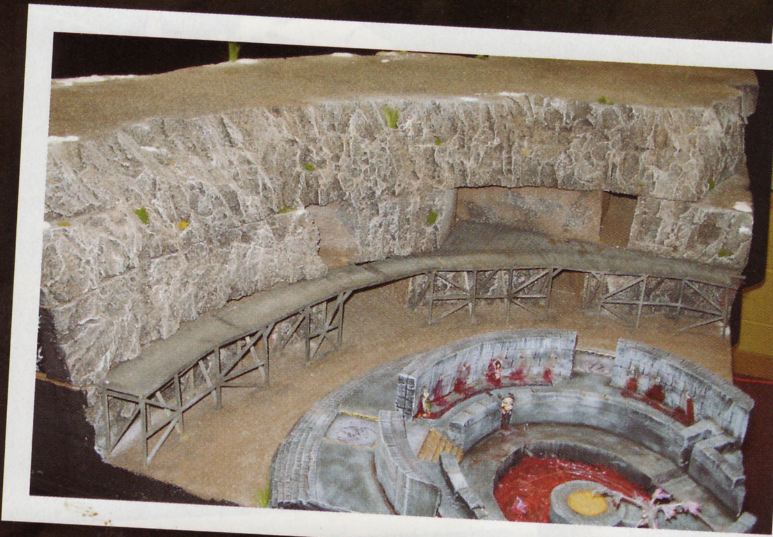

Bane Thralls Lt. hand/war axe Price $1.00
Seether head/tusks Price $1.00
Bane Knights shoulder Price $0.75
Bane Knights shoulder Price $0.75
Bokur right arm/ogrun pole arm Price $3.00
Okoru Hargrosh, Ogrun Fighter body Price $5.00
Brute Thrall right arm Price $3.00
Brute Thrall left arr Price $3.00
Warmongers legs 2 Price $6.00
Journeyman Warcaster backpack Price $1.00
Iron Lich Asphyxious backpack (pipes) Price $0.75
Bane Knights shield Price $0.75

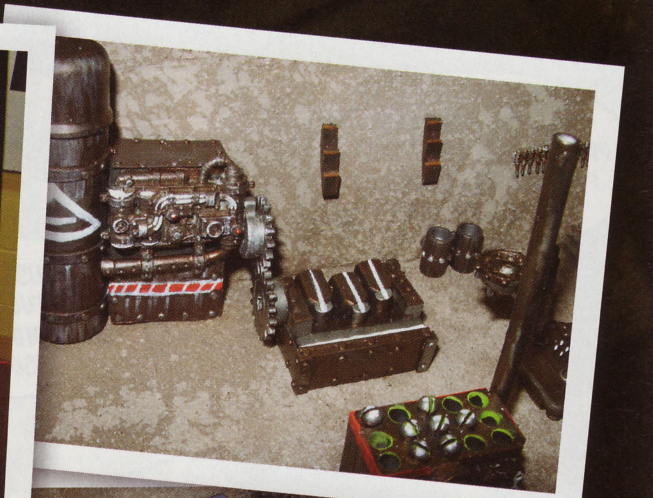
"Ogrun Bokur"
by Jim Rowell

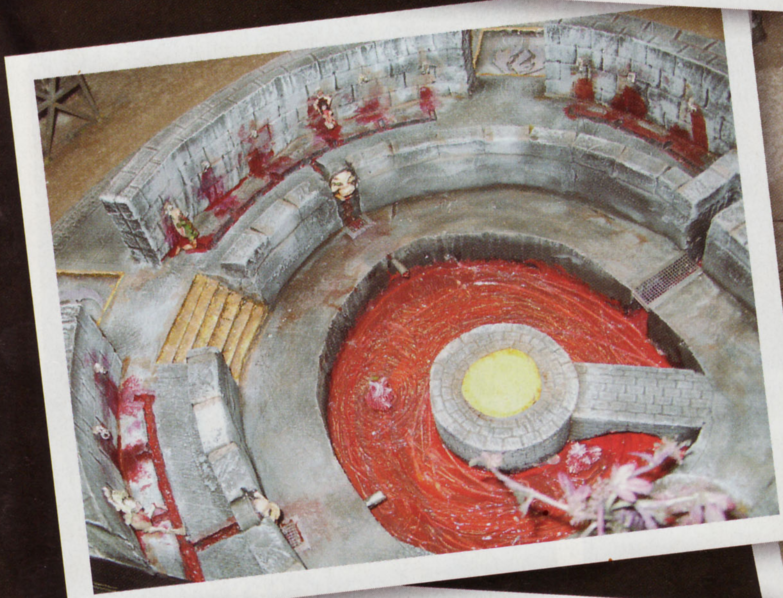
Mountain Fortress

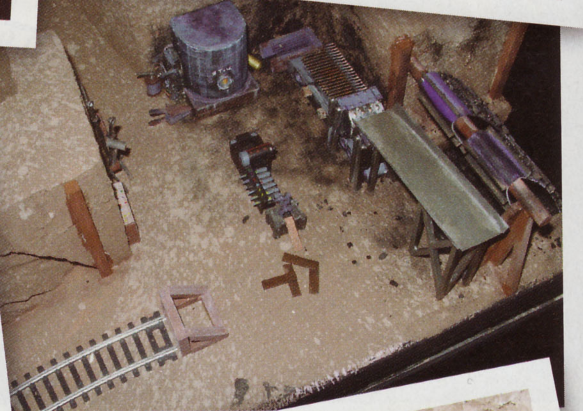
Tag team duo Jarnigan and Ashley Cook put untold hours into the creation of this amazing mountain fortress terrain piece. The tiny details are what really stand out, including custom built trees, tables, and bits of enigmatic mechanika. For more on the Cooks' building prowess, check out their Cryxian costumes on pg. 5!

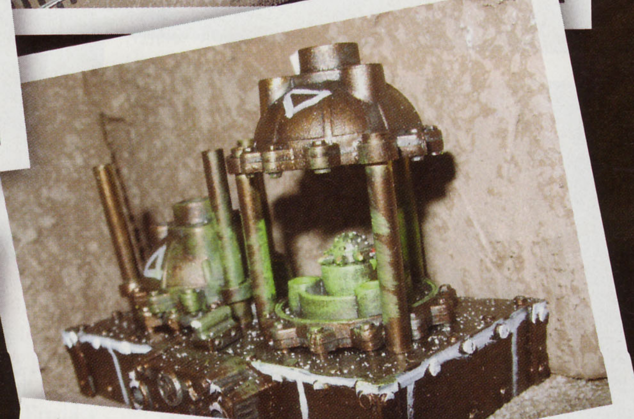
by ***Jarnigan and Ashley Cook***

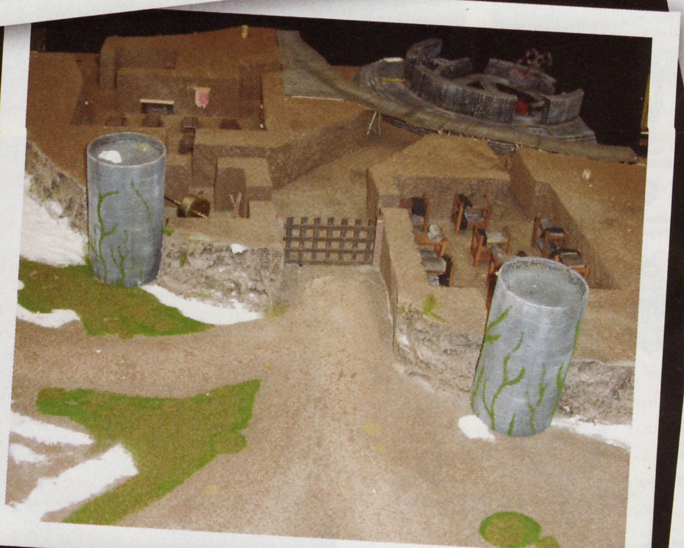


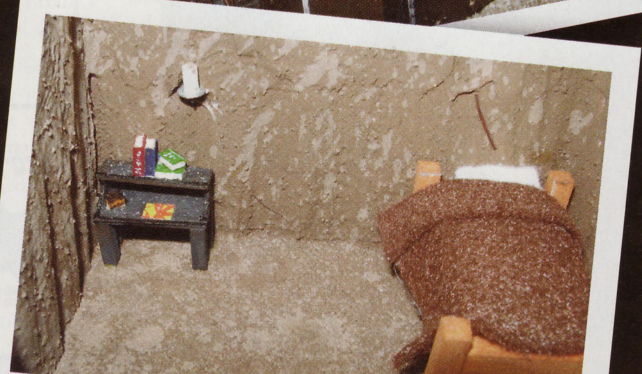






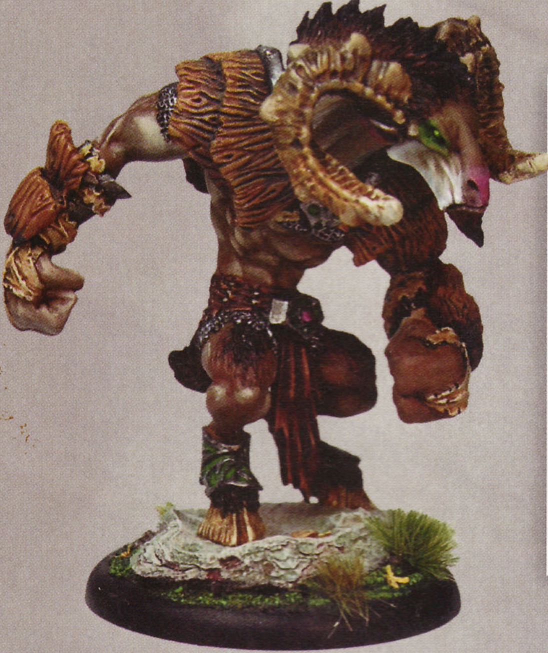






KNOCK ON WOOD CHALLENGE

No Quarter #19's Painting Challenge asked our readers to capture the essence of wood or use trees or lumber in some capacity in their modeling and painting. You definitely won't find any pressboard in these entries!



WINNER!

Emiliano Mancini

Emiliano Mancini wins the challenge with this fantastic Gnarlhorn Satyr, with its interesting conversion work and subtle painting technique. We'll call him "Woody".

HONORABLE MENTIONS

"Treeborn Dire Troll"
by Simon Foster

"Sentry Stones & Mannikins"
by Sonya Taulia

"Voodoo Mauler"
by Dirk Gijsen

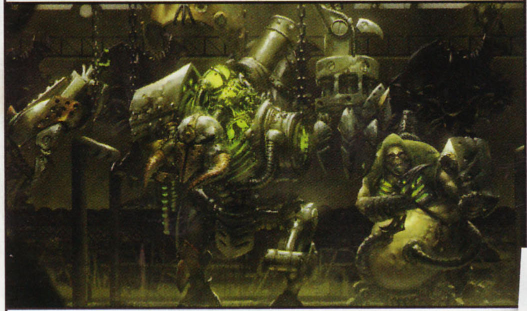
*Check out **page 38** for the next Painting Challenge and see if you can **Paint Like You've Got a Pair!***

THE POOP DECK

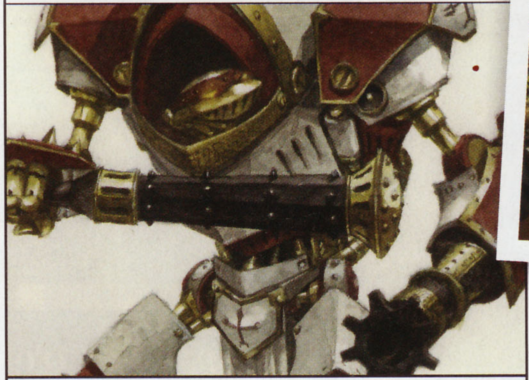
IN THE NEXT
NO QUARTER
MAGAZINE

YEAR OF THE GEAR

Year of the Gear is Coming!
A Year of Special Content for NQ



Pistons, Steam, and Mechanika
Inside 'Jack Factories

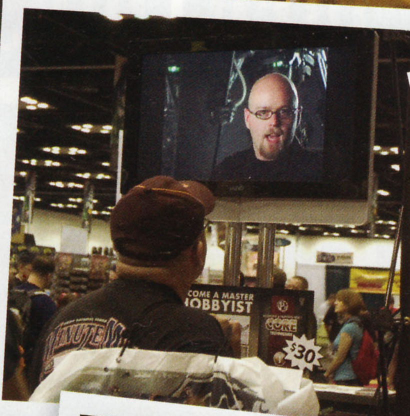


Time to Make Amends
The Reckoner in Guts and Gears

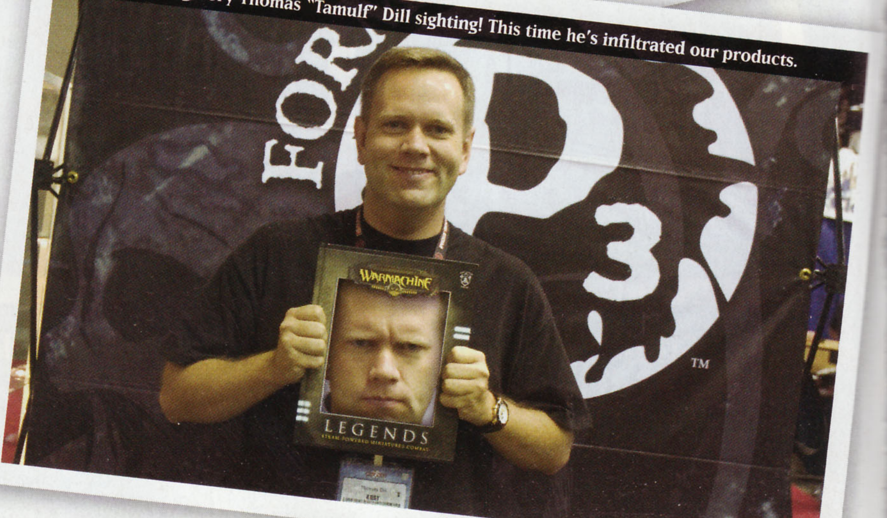
PLUS, a **'Jack vs. Infantry Battle Report**, **Cygnar tactics**, make an **Orgoth Temple**, and **Vayl** in the **Gavyn Kyle Files**

MORE CONVENTION MADNESS!

We took way, way too many pictures of Gen Con, PAX, and San Diego Comicon this year. Here are some more glimpses at the great turnout we saw at these conventions.



Obligatory Thomas "Tamulf" Dill sighting! This time he's infiltrated our products.



Under the watchful eye of a Stone Scribe Elder, a Krielstone Bearer prepares to set the sacred stone in the shrine.

ASHES TO ASHES,
COAST TO COAST...

MONSTERPOCALYPSE™

COLLECTIBLE MINIATURES GAME

AVAILABLE NOW!

The Monsterpocalypse is upon us!

March your monster and a horde of minions through an urban landscape and crush everything in your path. Do battle with other monsters for control of your turf—throw them across a city, slam them into buildings, and suplex them into radioactive rubble in this fast-moving, action-packed game portraying the most fearsome giant monsters ever imagined!

Monsterpocalypse is an action-packed strategy game of collectible miniatures for 2 players ages 10 and up, and features high-quality pre-painted plastic monsters, vehicles, and interactive city structures that impact and shape gameplay.

Starter Set (1 player) PIP 50001 $24.99

Monster Booster PIP 50002 $12.99

Unit Booster PIP 50003 $12.99

Find out how to get your FREE limited edition Mega Sky Sentinel figure at www.monsterpocalypsegame.com

PRIVATEER PRESS™

Copyright 2001 – 2008 *Privateer Press*, Inc. All Rights Reserved. All trademarks contained herein including *Privateer Press* and its logo and *Monsterpocalypse* and its logo and slogan are property of *Privateer Press*, Inc.

STARTER SET
MONSTER BOOSTER
UNIT BOOSTER
MONSTERPOCALYPSE